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NINTENDO**

GameCube ■ GB Advance ■ Nintendo 64 ■ Game Boy Color

64

MAGAZINE

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10 PAGE UK REVIEW!

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*This issue we have mostly been...
regressed through time to 1989!*



EDITORIAL

Welcome to yet another issue of 64 MAGAZINE, and one that sees the launch in Japan (and – more importantly as far as we're concerned – the arrival in the 64 MAGAZINE offices) of the hallowed Game Boy Advance! Needless to say, the GBA has so far surpassed all of our expectations, thanks with an absolute wealth of fantastic titles, the first two of which are reviewed this issue!

With the latest incarnation of the Game Boy in the office, we all started wandering down memory lane and reminiscing about the machine that started it all, the ultra-chunky, original, monochrome Game Boy. Which is why the team pics this issue are all taken from 1989, when Nintendo's handheld baby first arrived on UK shores. Who were the kids that grew up to become the 64 MAGAZINE team, you ask? Slide your gaze over to the right to find out!

The biggest game this issue – even with the Game Boy Advance titles which have practically been worn out from over-use already – has to be the long awaited *Conker's Bad Fur Day*. Is it as good as we'd hoped it would be? No. It's BETTER. Also this issue we present you a detailed overview of the GBA, and you can expect a great deal more the machine in future issues, because as the UK release looms ever closer, more and more software companies are throwing their support behind it and announcing a wealth of mouth-watering titles in the works.

Of course, each issue draws us ever closer to E3, the world's biggest videogaming event of the year, made all the more important for Nintendo fans because it's going to be where the Big N holds its official launch of the N64's successor, the GameCube. This won't be just the quick peak at the hardware running demos that we got at ECTS, but finished machines running fully-playable games! We're all wishing away the days between now and the show – it's gonna be something very special indeed!

Just before I go, I'm sorry to say that this will be designer Nicky's last issue of 64 MAGAZINE as she's moving off to do bigger things. She's done some great work over 12 issues, and we'll be sad to see her go, but we all wish her the very best of luck for the future!

Roy Kimber, Editor



Roy

Seen here auditioning for *Junior One Man And His Dog* (only to be disqualified when the judges found out that it wasn't 'his dog'), Editor Roy was 14 for most of 1989. He fondly remembers the Game Boy and in particular *Super Mario Land* which he says wiled away many dull train journeys in the days when the trains were slow, but at least they did eventually turn up.



Nicky

Never one for girly dolls and frilly dresses (so she claims), designer Nicky was the ripe old age of 16 in 1989 and so was probably the only one of the 64 MAGAZINE team-to-be who could really afford the games (bearing in mind that in 1989 £20 would buy you a small estate car). She loved *Tetris* (well, she is a girl) and wore puffy jackets with huge pockets to house the console.



Paul

Paul (or 'Sonic The Hedgehog', as he will henceforth be known) was the grand old age of 11 in 1989, and thus the Game Boy was a little heavy for him to handle on his own so he used to pay two smaller boys to carry it around for him. One of Sonic's most favourite games for the console was *Duck Tales*, although not – he wants to make clear – because of any strange fondness for waterfowl.



Alex

Er... well, what can we say that the hair doesn't say all by itself? Youngest of the 64 MAGAZINE team, Alex was just 10 years old in 1989, although he had a special 'lightweight' Game Boy (essentially an ordinary one with helium-filled balloons attached to it) to prevent muscle-strain in his arms during extended play. Alex fondly remembers *Tennis...* because he's a bit posh.



Turn to
page 89 to
subscribe!



SQUIRRELS, SWEARING, ALCOHOL... WHAT'S NOT TO LIKE?



Conker's Bad Fur Day

It's been a long time coming, it's been the talk of the industry since last year's E3... but finally it's here, and it's beyond even our wildest expectations!



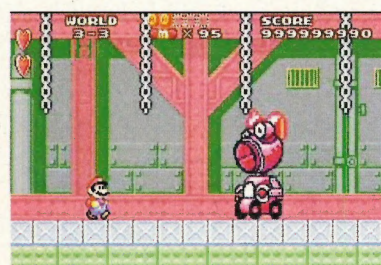
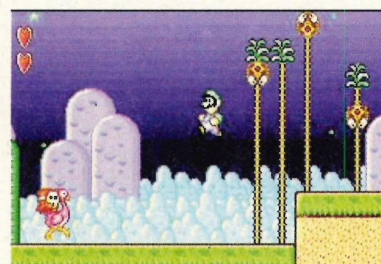
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Mario Advance

That plumber's back in what is bound to be the first of many Mario GBA games.



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POKEMON PUZZLE LEAGUE



What you get if you cross a simple yet addictive puzzle concept with a bunch of little Japanese monsters...

ADVANCE TO THE NEXT LEVEL



The Game Boy Advance is here! We take a closer look at Nintendo's newest arrival... isn't it just sooo cute?



MICKEY'S SPEEDWAY



Another more-than-decent racing game on the Game Boy Color!

WIN THE RED ARROWS



Well, okay. You don't actually get to keep them, but you can win the chance to see them!

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Use our coloured section headings to find the pages you want. Fast!

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INTEREST

THE

64

SHOWCASE



Welcome to 64 MAGAZINE's haven for all the latest news concerning Nintendo-related happenings around the world. If it's Nintendo, and it's interesting, then the chances are you'll read about it in here!



PAL GBA On The EUROPEAN LAUNCH FINALISED

After months of waiting, the hugely anticipated successor to the Game Boy Color has finally been released in Japan. As you might expect, the streets of Japan were lined with queues full of eager gamers, many of whom had been there all night long. Nintendo managed to increase the production figures at the last minute – 1.1 million units were distributed to retailers over the first week, and as the months go on, this will be increased to two million per month. The big N reckons that it will shift up to 100 million units in under five years, a figure that the Game Boy and

Game Boy Color took 10 years to reach! That's one hell of a claim.

In total, 27 games were launched with the system. We've managed to get hold of all the titles which we think are worth playing. Check out this month's 64 Sight for more on those.

Following one of the most successful launches ever, Nintendo of Europe announced that the GBA will be launching in Europe on 22 June! We certainly weren't expecting that – it's only 11 days after the US launch! The machine will launch with 10 titles, these being *Super Mario Advance*, *Kuru Kuru Kururin*, *F-Zero*, *Castlevania*,

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Titbits

GAMECUBE ON COURSE

Nintendo's president Hiroshi Yamauchi has reiterated the company's stance on GameCube. While he did say that the Japanese launch could possibly see a delay of four weeks, the US launch is definitely not going to slip. "The Christmas season is critically important."

POKÉMON MISBEHAVING

Saudi Arabian gamers could face a ban on Pokémon! Apparently, the Saudi government are worried about their effect on the minds of the nation's children.

GBA Activates

NEW CONSOLE WILL HAVE ADDED 'VISION

As if we needed more proof that the GBA is going to shake our world, Activision has thrown its full weight behind it. A total of six big-name titles have been announced in the shape of *Spider-Man: Mystério's Menace*, *Tony Hawk Pro Skater 2*, *X-Men: Reign of Apocalypse*, *Doom*, *Shaun Palmer's Pro Snowboarder* and *Mat Hoffman's Pro BMX*. We haven't seen many shots yet, but we have seen *Tony Hawk*, and it looks unbelievably good! *Doom* has been rumoured for a long time, but now we know for sure – no developer has been announced yet, but the game will more than likely be running on the engine developed by Crawfish (which we showed you a couple of issues back). More news as we get it.



Triple Whammy

SNES CLASSICS AHoy

It seems that everyone is announcing their biggest franchises for GBA at the moment, hoping to get a piece of the action. Capcom recently released information on its future GBA plans. Three huge titles, *Final Fight*, *Breath Of Fire* and *Super Street Fighter II* were announced. Admittedly, these will be straight conversions of the original SNES games, but no doubt they'll be done up for our favourite handheld.



e Horizon!

Konami Krazy Racers, Rayman Advance, the recently announced Tony Hawk's Pro Skater 2, Ready 2 Rumble: Round 2, GT Championship, and Tweety And The Magic Jewels. No set price has been given, but it's expected that the console will be yours for around £80, with the games coming in at £25-30.

While this is amazing news, it also means that you've only got two months left to save up! A bit of busking might be called for...

"Nintendo reckons it will shift up to 100 million units in under five years!"



[Above] Excited Japanese gamers await the arrival of GBA.



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Titbits

07

SEE YA DP

...Rare has finally confirmed that its last N64 title *Dinosaur Planet* has been canned in favour of releasing it on the GameCube. It must have been hard for the team to stop working on it, but maybe the prospect of making it that much better was just too tempting. A blessing in disguise maybe?

POKÉMON READERS

...A new device for the GBA has been announced. The E-Card Reader will allow users to swipe their *Pokémon* trading cards through the machine, which will read the information and use it in a compatible game. For example, if you managed to find a rare card, you could use the monster's stats to create a creature in your GBA game. The possibilities are endless!



AND SO IT BEGINS...

...Two months to go until E3, and Nintendo is already advertising the fact that it will be there in full force. Check out this poster that is doing the rounds.

Reserve this date now for the most important hardware launches of the year!

Nintendo E3 Media Briefing
Wednesday, May 16, 2001
10:30 am - 12:30 pm
Los Angeles



NO REST FOR THE WICKED

...A member of the *Conker* team anonymously spoke out on their next project this month. They didn't reveal much though. "The team is certainly engaged at the moment on another game, for the GameCube, of course, but it doesn't take a genius to guess that one. As for what it is, you'll just have to wait. E3 2001 maybe? Who knows?"

The SNES Lives On!

OLD FAVOURITES TO GET ADVANCE TREATMENT

Nintendo has announced that it plans to develop updated versions of SNES classics for the GBA. Among those mentioned were *Metroid*, *Super Mario Bros 3*, *Super Mario World*, *Yoshi's Island* and *Yoshi's Story*. It's great that *Metroid* has finally been confirmed – the whole world knew that it was coming anyway.

These titles could appear sooner than you think. You may

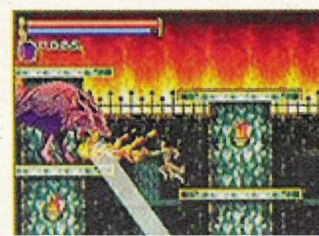
remember that Nintendo was using a demo of *Yoshi's Story* to woo developers. That was a long time ago – the engine is obviously in place, so in theory, the game could be finished as early as the autumn! This could also be the case with the *Mario* titles. The basic engine is already in place with *Mario Advance* – it's almost like developing a data disk. Next game on the agenda... *Starfox*!



Konami Goes To The Movies

BIG TITLES PLANNED

We'd better make this the last GBA news-piece for this issue, otherwise we may as well be called 'GBA MAGAZINE'. Konami is on a bit of a roll at the moment. It released eight Advance titles at launch in Japan, and has already revealed that it plans to release three more by September. No names have been announced, only the fact that they will be based around skateboarding, golf and a major movie licence. Shares in the company rose 16% after the announcement!



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Titbits

OOOON, TETCHY!

Midway slammed online reports of having a problem with Nintendo's attitude towards third parties this month. This came from a company spokesperson: "Contrary to the online report, Midway has multiple GameCube titles in development. Midway is extremely excited about the GameCube. We have a long history of success publishing top-selling titles for Nintendo platforms, and we intend to be a leading third party publisher for GameCube." So there you have it.

IN THE BAG!

Nintendo was conspicuous by its absence at this year's Game Developer's Conference. It chose not to attend, but it was definitely there in spirit. Nintendo sponsored the bags, which were handed out as you walked into the venue. On the side of the bag, a picture of a GameCube with the sinister tagline: "The Future Of Gaming."

NINTENDO
GAMECUBEON THE
PRODUCTION LINE

NEC has begun the production of the GameCube's innards. A dedicated factory has been set up right next to Nintendo's HQ in Japan. The fact that the production wagon has already started rolling, indicates that everything is on course for the projected release dates. The only thing that could cause any delays would be the software – in that department, developers seem confident that they'll have titles ready. We're holding our breath...



All Eyes On E3

MICROSOFT AND NINTENDO READY TO SQUARE UP

Microsoft showed off a handful of its in-house titles at last month's Gamestock show in Seattle. Despite the massive amount of hype that the X-Box has been getting, it seems that it is finding it very hard to live up to expectations. President of Silicon Knights (Nintendo second party), Denis Dyak, was quoted as saying "I have not seen anything from the next-generation consoles so far that's in the same league as what we're

doing on GameCube." Mr Dyak has been extremely vocal over the past few months when it comes to sticking up for GameCube. He really has no need to – no other developers do – it's nice though, as it shows a very confident developer. This sort of confidence can only stem from something

"I have not seen anything from the next-generation consoles so far that's in the same league as what we're doing on GameCube."



amazing – something which we won't know about until E3. The entire industry is looking to E3 for the big showdown between the two next-generation consoles. As far as we're concerned, there won't be a showdown. If Microsoft doesn't up the ante soon, Nintendo will win hands down.

Namco In Love

JAPANESE GIANT GETS
BACK ON BOARD

Only six months ago, you would have laughed at the prospect of Namco even contemplating developing new titles for the GameCube. Now it seems that the company is not only backing it, but backing it in a big way! Namco announced losses of \$55 million for this quarter, and attributed them to a disappointing situation with the PS2 in Japan. The company isn't happy with Sony for stuffing up, and it doesn't seem too keen on X-Box either. Namco's executive



managing director, Yasuhiko Asada, had this to say... "I'm looking to Nintendo more. Nintendo has limited their target audience, as well as kept the same concepts alive from the original Famicom (NES) era to now. It's just great!"

One More GBA Story – Sorry!

NOT JUST BLANK TAPES...

TDK is normally a name that you would associate with tapes and videos, but they have now expanded their range to include videogames. Coming soon is a title for the GBA called *Lady Sia*. It has got to be said that the initial shots look gorgeous – lets just hope that it plays as well as it looks. As soon as we get a playable copy, we'll bring you a full preview. Until then, check out these shots!



COMPETITION

Up For
Some
Finger Lickin'?

64 MAGAZINE has teamed up with KFC's Colonel Sanders to offer four lucky readers the chance to win two classic Cartoon Network videos featuring Yogi Bear and Top Cat (worth £10.99 each) plus two vouchers for the Colonel's tasty new kids meals!



Choose either the Colonel's succulent chicken drumsticks, or 2 crispy strips of 100% chicken breast, both with fries, a drink and one of the four cool finger-puppet heroes that comes free with each meal. Characters to choose from are Captain Caveman, Yogi Bear, Hong Kong Phooey and Top Cat.

To be in with the chance of winning a pair of these cool videos and some food to eat while watching them, simply answer the question below and send it to the usual address marked 'KFC Cartoon Compo', to reach us no later than 14 May 2001. First four correct entries out of the hat will win the prizes!



Question: What kind of animal was Hong Kong Phooey?



COMPETITION

TDK Mediactive Europe is making its first foray into the Game Boy market with three new GBC titles, all of which are conversions of classic arcade games.

The first two – which should be out by the time that you read this – are *Elevator Action* and *Extreme Sports*, and they both retail for £19.99.

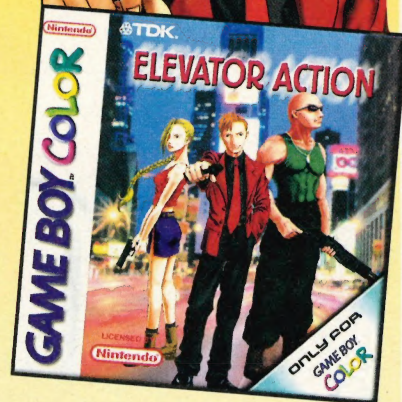
However, three lucky 64 MAGAZINE readers can win themselves both games by answering the following simple question and sending it on a postcard together with their name and address to Classic Color Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS, to reach us no later than 24 May 2001. First three correct entries out of the hat after the closing date win themselves a pair of games!

Question: Elevator is an American term for something that most people in Britain call...

A: An aeroplane.

B: A lift.

C: A Border Terrier.



From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information please state clearly that you do not wish to receive this information on your postal entry.



64

MAGAZINE CHARTS

NINTENDO 64 TOP TEN

Position	Game	Publisher	64 Mag Score
1	The World Is Not Enough	EA	94%
2	Star Wars: Battle For Naboo	THQ	90%
3	Scooby Doo: Classic Creep Capers	THQ	78%
4	Quake II	Activision	93%
5	Pokémon Stadium	Nintendo	88%
6	Zelda: Majora's Mask	Nintendo	95%
7	Rugrats In Paris	THQ	80%
8	Turok: Rage Wars	Acclaim	90%
9	Carnageddon	Virgin	0%
10	Mario Tennis	Nintendo	92%

GAME BOY TOP TEN

Position	Game	Publisher	64 Mag Score
1	Pokémon Gold	Nintendo	90%
2	Pokémon Silver	Nintendo	90%
3	Robot Wars	BBC Interactive	N/R
4	Pokémon Yellow	Nintendo	N/R
5	Super Mario Brothers	Nintendo	N/R
6	Tetris DX	Nintendo	N/R
7	Donkey Kong Country	Nintendo	90%
8	Pokémon Pinball	Nintendo	80%
9	Harvest Moon 2	Ubi Soft	82%
10	Scooby Doo: Classic Creep Capers	THQ	70%

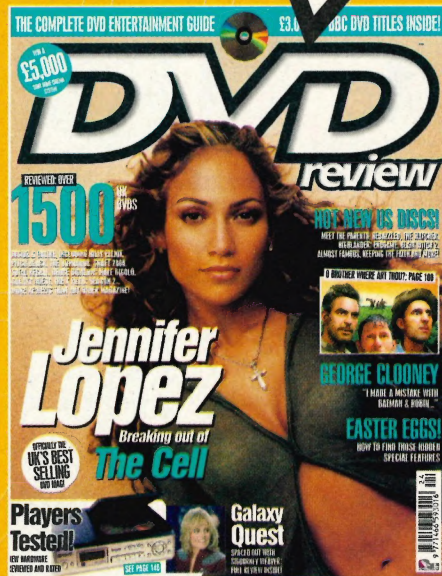
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When I'm

I Wish I Could Fly...

Dear 64 MAGAZINE,
When the N64 came out I thought nothing about it. It was too expensive and I already had a SNES. Then after about six months, a couple of my mates had the console and I was quite impressed with how good it was. When my next birthday came around I decided to get one and buy *Pilotwings 64* with it.

This and *Mario 64* were the only games I had played on, and because I'm an aeroplane fanatic *Pilotwings* was the one for me. I've now got quite a few more games since then but I am always on the lookout for another flight sim. How come the Dreamcast has already got two pretty good flight sims (*Aerowings* and *Aerowings 2*) but

the N64 has only brought out *Aero Fighters Assault* which you said was plain rubbish! Would *Aero Fighters Assault* be good for someone who likes flight sims and is interested in planes, or is it just complete and utter pants?

Do you have any information at all about any other flight sims that are going to be available for Nintendo owners to buy in the future?



Got something you want to get off your chest? Then write in to us and let other gamers know what you think!

STAR PRIZE

Got something to say? Something that you think other gamers ought to know about? Then write to 64 MAGAZINE! The Star Letter each month wins the top four chart N64 titles courtesy of those incredibly nice people at GAME! Can't say fairer than that...



GAME



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BH1 2JS

WIN!
The Top Four Games From The N64 Chart!

Letters may well be edited for length and other reasons. All letters are read, but as a general rule personal correspondence will not be entered into - we're pretty busy you know!

Prize Winner

There Can Be Only One!

Dear 64 MAGAZINE,
I'd like to start this letter by saying that this mag is the only one I would ever subscribe to, because of its class. I love reading the mag (especially the letters part) and if the next issue is three weeks and six days away from arriving through my door, I'll just read it over again.

Anyway, I wrote this letter to talk about the GameCube. It looks FANTASTIC and I know it will be a great success, because of the success of all of my other Nintendo gear. In issue 50, part 2 of 'The Future's N-Shaped', I learned quite a bit and I would like to sum it up by saying:

There is only one fact about the GameCube that is certainly true, and that is that, no matter what the statistics look like at the moment, the games on the GameCube will rule over any other games, with:

- *Zelda*
- *Mario*
- *Donkey Kong*

There are no comparisons to these. For all N64 owners I would just like to summarise that, with DVD being used it means that games will be cheaper (hopefully) than the cartridge, and will be in direct competition with PS2 and X-Box. What does this mean? Well if you think about it carefully, you'll find that you will be able to spend money on more games, which to put it realistically, means twice as much fun!

To be honest I'm probably one of very few lucky

people to own an N64 around my area and I'm proud of it. You know what it's like to be cussed by jealous PlayStation owners or - if extremely unlucky - PS2 owners, well I know that by next year all of those will own a GameCube, because PS2, lets face it, doesn't really WORK like it should. Also when the GameCube is released, who will be laughing then? If you would like a comparison of the GameCube to the PS2, it would simply be like saying: "Who do you reckon will win the cup match tonight - Man U or Accrington Stanley?" "What would you like to eat tonight - curry or liver and onions?" "What would you like for Xmas - A sexy new iMac or a dodgy old PC (with Windoze)?"

True.

PS: I think the GBA graphics look great.
Jamie, South London.

Well said Jamie! Let's face it - the GameCube is the future of videogaming. We've seen the PS2, and - frankly - were unmoved by it. The X-Box is going to basically be a low-price PC (not that there's anything particularly bad about that, mind you) and the only next-generation console that really shows any promise is Nintendo's 128-bit baby! Well... and the GBA of course,

it's like having a SNES in your pocket, which definitely ain't bad! At the end of the day, Nintendo knows a hell of a lot about making games that people are still playing years after they've been released, and that - as you say - is the real reason that the GameCube (and the GBA) will triumph over all comers!



LETTERS



(Anything!) Two games that caught my attention in the release dates column are *Airport Inc.* and *Top Gun*. Are these games still being made (they have been in the release dates section for ages) and do you have any idea of the release dates for these games? Also, it says that *Top Gun* will be out in the US, will it eventually come out in England? (And if so, when?)

One of the biggest disappointments ever was when you said that *Harrier 2001* would be put on 'indefinite hold' which you said usually means exactly that. However you never said that it was definitely cancelled and I've read nothing about it since. Is there still any chance of this game appearing on the shelves or has it definitely been scrapped?

One last thing, the PlayStation has one, and the Dreamcast has one, is there any chance of a gun coming out for the N64 where you can shoot at the screen or is there any chance of one coming out on the GameCube?

Andrew Mintey, via email

There is a definite lack of flight sim games for the N64. As to your question about *Aero Fighters Assault* – no, if you were someone who liked flight sims it'd still be rubbish, and in fact it's more an arcade game than a flight sim anyway. All the other flight-based titles you mentioned are no longer (as far as we can ascertain) in development, so it looks like you'll just have to wait for the GameCube (although *Rogue Squadron* is a pretty decent flying game, if you haven't tried it). As for a light gun – we asked Nintendo US the very same question at ECTS last year, and they responded with a definite... maybe. The N64 in Japan has just got a dance mat game, so Nintendo are finally coming round to the idea of extra peripherals besides steering wheels and joypads, and with the range of decent shooting games in the arcades now... well, let's just say we've got our fingers crossed!

Totally Blitzed

Dear 64 MAGAZINE,
I am writing to say that I have looked everywhere for *NFL Blitz 2001* on the Nintendo 64 and I cannot find it. Do you know somewhere I could order it, maybe from you? Is that a possibility?

Jamie Harrison, Cheltenham

The version of *NFL Blitz 2001* which we reviewed was a US import Jamie. Sadly, Midway, for whatever reason, has decided not release the game over here in the UK. Your



best bet would be to try an import shop and get a copy of the game and a converter if you're really desperately after it. Try giving the Videogame Centre a call on 01202 527314.

Slander!

Dear 64 MAGAZINE,

Having spent sixty bucks on *TWINE* on the strength of your review in issue 47, I had to check back with your article to see if I had the right game. I needed to treat myself – you know how it is – and I must say, I feel most disappointed. I guess it's my own fault – the EA logo on the box should have been warning enough.

Readers, please: if you get the chance to play this dull, irksome slice of unchi before forking out cash, do it. I might be the only person in the world who thinks so, but in my humble opinion, few of the elements that made *Goldeneye* such a great gaming experience are in evidence in *TWINE*, despite all the comparison and insinuation that has made this obviously hurried and cynical piece of franchised hype a top seller. My five-year-old brother gave it just two minutes and binned it, and, like, he's a really discerning dude, okay. Check it out and make your own mind up. To be fair,

Eurocom have done adequately well with this game, but it isn't worth more than a six out of ten overall.

No doubt Motorola, Electronic Arts (yeah, the FIFA license squanderers) and MGM will be very pleased with 64 MAGAZINE's review. So, what's your cut, boys?

Nina Green, via email

Woah! Hold up a second there! Are you insinuating that we'd take bribes just to give a game a good score? Back right off! 64 MAGAZINE has always prided itself on giving games the scores they deserve, and no-one on the team has ever, EVER been influenced in any way by any promises or deals from a software company... or any other company



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LETTERS

So-Larry Segal!

Dear 64 MAGAZINE,

I am a die-hard Nintendo man, and I got my first Nintendo (NES) while living as a 10-year-old in Eastern Europe, in Hungary in 1995, plus I also had my prized Game Boy and *Mario and Yoshi*. As an ex-pat, news comes slowly, and that of course was the time of 'Project Reality'.

My friends Reese and Morten were American and Norwegian, and I bought the NES from Morten for 9000 forint (about \$90) with two controllers and five games. Reese had a Game Gear and Master System, while Morten had the Mega Drive and later a Saturn. My other Canadian friend had a Virtual Boy, and I had the honour of being able to play on one. But sadly, every one of these consoles other than the Game Boy is now dead and buried, which shows Sega has always had a tough and turbulent life. Why? Does Sega deserve this treatment, while the other big guns stay to battle it out? I had a lot of enjoyment on their consoles, and I feel for the company and its supporters, as it fell to the axe of the next-generation of gamers, and will now fade into the game-producing background. Yet on the tombstone, it shall read this: Sega Hardware, bravely fought off its coming doom for years and, even in passing, has made Nintendo work. Goodbye, thanks for the memories, Sega in second, left with the best.

PS: How does the 64 MAGAZINE team feel about Sega's swansong?

Robbie Slape, Australia

To be honest Robbie, we're delighted with Sega's decision to pull out of the console manufacturing business and concentrate on games. We too have always felt that Sega makes great games, but the marketing of its hardware meant that those games didn't always get the audience that they deserved. Now that Sega doesn't have to worry about hardware any more, it can focus on what it does best – producing addictive software! And as for it fading into the background... hardly! Some of the biggest players in the videogames industry have been built on software alone – look at EA and Infogrames!

come to that! As a matter of fact, several times in the past we've ended up getting a serious ear-bashing from publishers who have disagreed with the scores we've given their games (ie: they had spent loads on some expensive licence and we'd – truthfully – informed you lot that the resulting game was crap), so don't ever go accusing us of selling out, right?

We happen to think that *TWINE* is a bloody excellent game and up till now everyone who's played it has agreed with us. If your five-year-old brother had given it more than two minutes, maybe he'd have enjoyed it too!

Hello GameCube!

Dear 64 MAGAZINE,

Firstly I would like to congratulate you on your hard work over the last four and a half years. Yes, FOUR and a half years for those of you who only jumped on board at issue 30. Although you have done an excellent job, it is time to admit that the N64 is finished. *Mario, Goldeneye, Banjo-Kazooie, Zelda, ISS* and *Perfect Dark* have all passed us and left us wanting more. If we want more the solution is... GameCube. 128 bit gaming at its best! I would like to ask a few questions on Nintendo's new consoles: Will GameCube support Internet gaming? Will it cost under £300? Will it reach the UK by Christmas 2001? When GBA comes out will your magazine review its games? And will your magazine turn into a GameCube magazine eventually? Until then keep up the good work. Colm Brady, Ireland.



The N64 isn't dead Colm! Although we're looking forward to the GameCube as much as anybody. To answer your questions in order: 1: It might, but not at first. 2: Hopefully. 3: Probably not (but we can hope!) 4: We're doing it already as from this issue, and finally, 5: Good question, by now you already know that 64 MAGAZINE has evolved! Rest assured that when the GameCube comes out we'll be more than ready for it!

Oops!

Dear 64 MAGAZINE,

First of all: Congratulations on being a brilliant N64 mag, and keeping me hooked for a full 50 issues (I think that's the most issues of ANY magazine I've ever bought!) Just ignore anyone saying your mag is crap, because it isn't! (Um... I can't think of how to add to that!)

Also, how can some of your readers be SO ignorant (no offence intended) to possibly think that YOU make the games? I just can't understand that!

Lastly: In your review of *Pokémon*



Gold you said that there were 20 extra Pokémon... that's wrong. I don't want to sound pedantic but I just can't help but get slightly aggravated at things like that! There are actually 100 extra ones, making 251 in total (251 is Celebi, only available directly from Nintendo, or by cheating of course!) Well... that's it. Once more congratulations!

Joseph Usagi, via email

You got us Joseph! There was a small error in the *Pokémon Gold/Silver* review in issue 50. But in our defence, it was the Sub-Editor's fault (if in doubt, always blame the Sub!) (Oi! Not guilty! That was Paul's doing! – Alex.)

You see, what we meant to say was that yes, while there are 101 new Pokémon (Celebi is actually the 101st Joseph, making a total of 252 if you include the previous bonus Pokémon, Mew), there are ten which can only be found in each version of the game. So if you buy *Gold* you get 90 new Pokémon, 10 of which are specific to *Gold* and similarly if you buy *Silver* you get the same basic 80, plus 10 *Silver*-specific Pokémon. This means that to get the full 100 you need to get hold of both titles and for Celebi...

well, you'll just have to smile very nicely at those kind people at Nintendo!

Stop It!

Dear 64 MAGAZINE,

I have sent this email because quite frankly I

am fed up with people such as Andrew Smith and Chris Cox who write in and complain about games that are the best of their kind. This is really annoying to people who like these games. Nothing can beat *Zelda* and *No Mercy* beats *Smackdown*. There are also people who don't like *Perfect Dark*... sorry I fainted there.

You are actually, in a way, ruining this mag. so in the words of Y2J, a wrestler, "Shut the hell up."

Freddie Ingle, via email

Oh wrestling, wrestling, wrestling. Will the debate ever end? Probably not. Keep 'em coming...



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| 0260 Absolutely Everybody - Vanessa Amorosi | 1518 I Believe I Can Fly - R. Kelly | 0372 Scar Tissue - Red Hot Chili Peppers |
| 0001 A-ha - Take On Me | 0322 If You Had My Love - Jennifer Lopez | 0128 Scooby Doo - Cartoon Theme |
| 3707 Always Come Back To Your Love - Samantha Mumba | 0199 Indiana Jones - Film Theme | 0374 Sex Bomb - Tom Jones |
| 0267 American Pie - Madonna | 3705 It Wasn't Me - Shaggy | 0377 She's The One - Robbie Williams |
| 3697 American Dream - Jakatta | 0075 Itchy And Scratchy - The Simpsons | 3710 Shut Up And Forget About It - Dane Bowers |
| 0268 Angels - Robbie Williams | 1508 I Turn To You - Mel C | 1517 Sky - Sonique |
| 0273 As Long As You Love Me - Backstreet Boys | 0201 I Will Survive - Gloria Gaynor | 1513 Stan - Eminem |
| 0013 Beverly Hills Soundtrack - Axel F | 1519 Kids - Robbie Williams | 1578 Silence - Delerium |
| 0017 Barbie Girl - Aqua | 0335 King Of My Castle - Wamdue Project | 0148 Star Trek - Film Theme |
| 1583 Bat Out Of Hell - Meatloaf | 0204 Knight Rider - TV Theme | 0151 Star Wars 3 - Film Theme |
| 0166 Benny Hill - Theme | 3691 Last Resort - Papa Roach | 1586 Stomp - Steps |
| 0281 Better Off Alone - Alice Deejay | 0085 Liberty - Unknown | 1841 Stone Cold Steve Austin - Wrestling Theme |
| 0282 Bitter Sweet Symphony - The Verve | 0086 Light My Fire - The Doors | 3693 Stutter - Joe Feat Mystikal |
| 0283 Blue - Eiffel 65 | 0087 Lion Sleeps Tonight - Tight Fit | 0152 Superman - Film Theme |
| 0025 Bond - James Bond Theme | 0340 Living La Vida Loca - Ricky Martin | 0382 Sweet Like Chocolate - Shanks And Bigfoot |
| 0284 Boom Boom Boom - Vengaboys | 3692 Loco - Fun Loving Criminals | 3690 Teenage Dirtbag - Wheatus |
| 0285 Born To Make You Happy - Britney Spears | 0088 Loony - Cartoon Theme | 0156 Teletubbies - Cartoon Theme |
| 3672 Case Of The Ex - Mya | 0342 Mambo No 5 - Lou Bega | 0387 The Bad Touch - Bloodhound Gang |
| 0294 Changes - Tupac Shakur | 0221 Match Of The Day - TV Theme | 3700 The Call - Backstreet Boys |
| 1516 Charlie's Angels - Film Theme | 0346 Millennium - Robbie Williams | 3711 The Ladyboy Is Mine - Stuntmasterz |
| 0033 Countdown - Europe | 1584 Missing You - Puff Daddy | 3676 The Next Episode - Dr. Dre/Snoop Dog |
| 0296 Crazy - Britney Spears | 0094 Mission Impossible - Theme Tune | 0132 The Simpsons - TV Theme |
| 3682 Dancing In The Moonlight - Toploader | 0396 Moving Too Fast - Artful Dodger | 1579 The Way I Am - Eminem |
| 1507 Dancing Queen - Abba | 3706 Ms Jackson - Outkast | 0395 Thong Song - Sisqo |
| 0299 Don't Call Me Baby - Madison Avenue | 0099 Muppets - Cartoon Theme | 0157 Titanic - Film Theme |
| 0043 Eastenders - Eastenders TV Theme | 1501 Music - Madonna | 0394 Toca's Miracle - Fragma |
| 3702 Ei - Nelly | 0353 My Love Is Your Love - Whitney Houston | 0159 Tubular Bells - Mike Oldfield |
| 3678 Everytime You Need... - Pragma/M Rubia | 1590 My Love - Westlife | 3679 Touch Me - Rui Da Silva Feat Cassandra |
| 1577 Feel The Beat - Unknown | 1587 No Scrubs - TLC | 0397 Tragedy - Steps |
| 3708 Feels So Good - Melanie B | 0109 One Love - Bob Marley | 1514 Vindaloo - Fat Les |
| 0052 Flintstones - Flintstones TV Theme | 0357 Oops I Did It Again - Britney Spears | 0005 Walk This Way - Aerosmith |
| 0312 Flying Without Wings - Westlife | 0359 Out Of This World | 3670 Whole Again - Atomic Kitten |
| 0055 Fugees - Killing Me Softly | 3680 Played A Live (the Bongo Song) - Safri Duo | 1576 Who Let The Dogs Out - Baha Men |
| 0065 Halloween - Halloween Film Theme | 0108 Pretty Fly For A White Guy - Offspring | 0404 Why Does It Always Rain On Me - Travis |
| 1588 Heart Of Asia - Watergate | 1515 Real Slim Shady - Eminem | 0167 YMCA - Village People |
| 3698 Here With Me - Dido | 0365 Re-Wind - Artful Dodger Fea. Craig David | 3545 You'll Never Walk Alone - Football Theme |
| 1502 Hey Jude - Beatles | 1585 Rock DJ - Robbie Williams | 0407 You Say It Best - Ronan Keating |
| | 1836 Rock - WWF Theme Tune | 1512 Zombienation - Kernkraft |

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THE ROCK	HARDY	X-CLASH	ATOMIC KITTEN	SPICE	EMINEM	007	007	ROVERS	Charlton	WATSFORD	CHELSEA
1835	3040	4150	4151	1547	1555	1550	1552	1469	1652	1461	1462
APA PROTECTION	FINCH HAY	BACKSTREET	BAHA MEN	SCUB7	vengaboys	STANFORD	THE TITANIC	COVENTRY	IPSWICH	DERBY	EVERTON
3042	3043	4152	4153	1564	1668	1671	1716	1653	1654	1463	1464
CHYNA	RODNEY W	COLDPLAY	CRAIG DAVID	Stereophonics	OBSES	1719	1720	1655	1832	LIVERPOOL	Newcastle Utd.
3044	3045	4154	4155	1670	1672	1721	1730	1656	1833	1466	1468
COOL	KANG W	1682	4158	ABBA	BOJAKASMA	1731	1730	1657	1834	1467	1469
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KA	STONE COLD	1684	4160	1680	4003	1733	1732	1659	1836	1469	1471
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DEADMAN	HIT TRIPPER	1686	4162	1682	4005	1735	1734	1661	1838	1471	1473
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		1760	4236	1756	4079	1809	1808	1735	1912	1545	1547
		1761	4237	1757	4080	1810	1809	1736	1913	1546	1548
		1762	4238	1758	4081	1811	1810	1737	1914	1547	1549
		1763	4239	1759	4082	1812	1811	1738	1915	1548	1550

64 sight

See the games of tomorrow today!

14 Tweety And The Magical Jewel

15 Pokémon Stadium 2

15 Earthworm Jim

16 Zelda: Oracle Of Ages/Seasons

18 Dr Mario 64

19 Snoopy Tennis

20 Aidyn Chronicles

26 Alone In The Dark



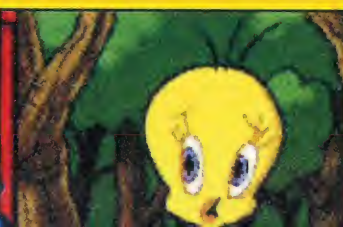
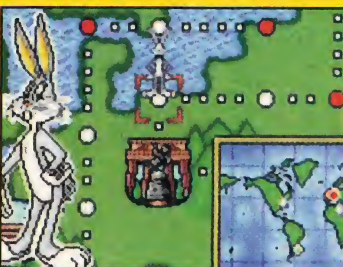
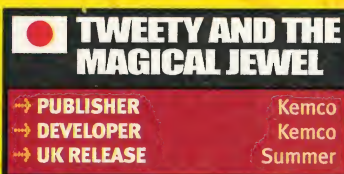
Tweety And The Magical Jewel

That's not all folks... there's more!

If you are a fan of games such as *Mario Party 1* and *2* or *Crash Bash* (a PSX game similar to *Mario Party*) but resent the fact that they keep you cooped up in your house, then the arrival of the Game Boy Advance heralds merry news! *Tweety And The Magical Jewel* is a party game which takes the action out of your living room and into the wide open spaces of the planet Earth. Although the game has a plot, of sorts, it still has all the familiar elements of the 'party/puzzle'

genre. You can choose from any of the Looney Tunes characters (bar Tweety, who's been kidnapped, or rather, birdnapped) and you trek across a boardgame-style environment playing mini-games and collecting jewels. Whoever has the most jewels at the end of the quest frees the poor captured bird and wins the game!

The game certainly looks good so far with some amusing and original mini-games – watch this space for further updates! ■



ホ、ホウのあしか
いしに なってさーん!!

[Above] Hey, which one of you muddy funsters stole my bloody birdseed? I gotta pop caps in yo' asses my kitty friends!





Pokémon Stadium: Gold And Silver



[Above] Boy, that must have been one hot spicy curry, baby! What you need now is beer, and plenty of it... er, provided that you're over 18.

Fight! Fight! Fight!

Have you got your new Pokémon game on Game Boy Color yet? Did you opt for *Gold* or *Silver*? Have you already started your training? If you haven't, then you'd better start soon because the second round of *Stadium* shenanigans is coming your way very soon.

In America the release of this latest *Pokémon Stadium* incarnation is on the cards (not trading cards – ho ho!) with a UK release date set for later in the year. As we are all

aware, the US has had the Game Boy titles for quite some time now and so the colonial *Pokémon* players no doubt have plenty of new pocket monsters to transfer to their N64, ready for battle! As we've mentioned before, there are now a possible 252 monsters to find from any of the last five GBC titles (with even *Pokémon Crystal* an option, once it's released of course) plus more mini-games and improved battle animations!

Once we get more information on *Pokémon Stadium 2*, we'll send it your way. Until then, just sit patiently and don't fidget! ■

POKÉMON STADIUM: GOLD AND SILVER

→ PUBLISHER
→ DEVELOPER

Nintendo
Nintendo/HAL
Laboratories
Summer

→ UK RELEASE

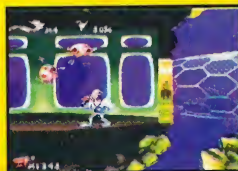


[Above] Honestly, you leave two Pikachu's alone in a room for half an hour and they suddenly start breeding like rabbits. Time to get out the gun!



Earthworm Jim

Here's the worm who loves to be burped!



Earthworm *Jim* was, for its time, a pretty revolutionary title. The game itself was like a watered-down *Conker's BFD* with its blend of cheeky toilet-based humour and colourful, impressive graphics. Although by today's standards *Earthworm Jim* might be considered rather dated, at least the gameplay was strong and solid. Well all that wackiness is set to return with the reappearance of *Earthworm Jim* on the Game Boy Advance.

The GBA version of the game is almost identical to the original SNES classic with a few slight alterations. There are new and improved levels

with a whole host of funny mini-games to extend the longevity of your adventure, incorporating all of your favourite characters. This means you'd better be prepared to battle Professor Monkey-For-A-Head, Doc Doudenum and, of course, The Evil Queen Pulsating-Bloated-Festering-Sweaty-Pus-Filled-Malformed-Slug-For-A-Butt! From the screenshots, this title looks set to be just as impressive as the SNES version and just as amazing to play! ■



[Above] Usually, you'd never see a worm holding a gun, but thanks to a super bio-mechanical suit, he can now shoot, dance and kick old ladies in the face!



[Above] As our intrepid hero zooms off towards another adventure, he fails to notice that he's nearly out of unleaded.



EARTHWORM JIM

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Majesco
Pipe Dream
International
Summer



ZELDA: ORACLE OF AGES

64SIGHT

16

Zelda: Oracle Of Zelda: Oracle Of

One hero, two games, one huge adventure!

When the Game Boy Color first appeared on the shelves of stores across the world, the revamped version *Zelda: Link's Awakening DX* was one of the first titles to showcase the abilities of the new and improved handheld. It combined new plot elements (the fact that Link could choose a different coloured outfit which would affect the rest of the game), incorporated the use of the Game Boy Camera and, naturally, showed just how nice a game could look with a brand new makeover. Following in that tradition it looks as though



Link's latest adventure will be just as innovative and exciting as he reappears in not one but TWO brand new games.

Although these two games are connected by secret options and passwords that can be used to benefit one another, this is no *Pokémon* rip off. Unlike *Pokémon Gold/Silver*, which are both basically the same game with just a few slight differences, Link's new adventures are totally separate from each other, however, completing both of them forms one huge overall adventure.

There are none of the *Pokémon*-style trading elements in the new *Zelda* games either, as the items you collect in each of the titles are unique to the game you find them in. However, some areas in each adventure have places which cannot be accessed unless you have first collected a password from the other game. This doesn't mean that each title can't be completed without the other, it just means that certain bonus elements aren't available unless you find these codes.

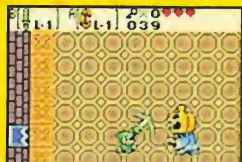
In *Oracle Of Seasons*, Zelda has been kidnapped (surprise, surprise) and so Link must find and use the

ZELDA: ORACLE OF AGES
ZELDA: ORACLE OF SEASONS

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Nintendo
Nintendo
March

[Below] *Is it Halloween already? Wow, doesn't time fly? So are you here to trick or treat? Or are you here to pummel my tiny face in?*



[Above] *Ooh, look at me mum! I'm Indiana Jones don't you know! I've got the hat and the whip and everything! Hang on, it looks like I'm gonna crash!*

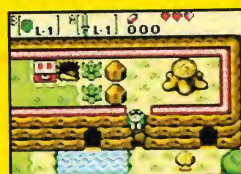




Ages Seasons



[Above] Don't worry Zelda fans. By the time the game arrives on these shores, the dialogue should be converted into English... er, we hope!



[Above] Sleigh bells ring... are you listenin'? In the lane... snow is glistenin'. Doo be do do, do be do do... walkin' in a winter wonderland!

Rod Of The Four Seasons in order to save the day. This rod changes the season so that the game can be fully explored. For example, imagine there is a lake ahead that cannot be walked around: with the rod, you can change the season to winter and thus freeze the lake over in order to cross it.

In *Oracle Of Ages*, the quest is the same but the magical tool isn't. In this case Link needs to use a magical harp which messes about with time – in a similar way to *Ocarina Of Time* or *Majora's Mask* on the N64 – in order to solve the adventure.

To completely unlock every element of the two games, both games must be searched exhaustively in order to get everything possible out of both of them. Overall this innovative take on the RPG genre (especially for the GBC) creates one massive adventure which squeezes oodles of gameplay out of the two carts.

Visually, the game looks very similar to Link's last outing and the gameplay style itself remains relatively unchanged – but then that is not a bad thing at all, especially for fans of the series.

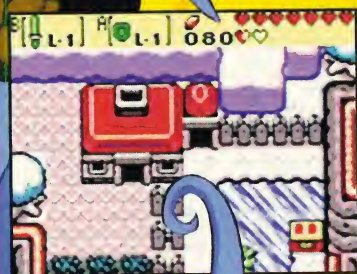
It's not necessary to buy both carts (although the odds are good that Nintendo is banking on people doing just that) but it might be nice for a friend to buy the

other title so that you can both work together to rescue the fair princess...

What can we say? We just can't wait for these games! Oh, and on a sub-topic: latest information surrounding these games states – as mentioned in the news last issue – if they are played through the Game Boy Advance, then a whole new place to shop becomes available to you. This new shop stores all kinds of cool gizmos to help you on your quest which are exclusive to the GBA! ■



[Above] Who are you calling Puff the Magic Dragon then? You short little freak! Come over here and get a right ruddy toasting!



Dr Mario 64

Is there a doctor in the house?

Come on now, you remember *Dr Mario*? Don't lie, of course you remember! It used to be out on the SNES ages ago and it was also seen on the good old Game Boy. Of course, that was back when our favourite handheld was twice as big and often doubled as a doorstep! *Dr Mario* (big breath...) was basically like *Tetris* but with little multicoloured pills instead of big blocks which you had to stack together so that you could match up all the different colours and

eradicate the viruses that lurked within the jar (...and breathe!)

Ah, finally, you remember it! Well, guess what?

Nintendo, completely out of the blue, decided to stick this game in its first-quarter release schedule. Despite the fact

DR MARIO 64

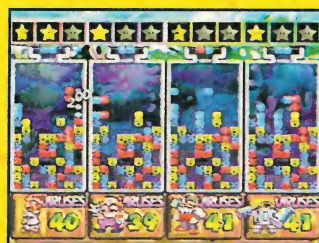
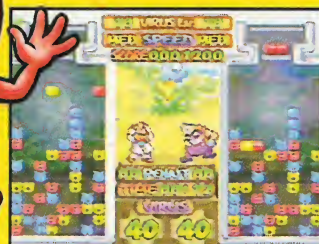
→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Nintendo
Nintendo
Summer

that it has been given the 64-bit makeover, it still looks as though it has been cut-and-pasted from its 16-bit origins and copied onto the N64. Not that that's necessarily a bad thing, mind you. After all, in the final analysis it's how a game plays and not what it looks like that counts.

Despite being a rather unimaginative new addition to the already dwindling N64 line-up, with *Dr Mario* we at least know there is a solid game behind the graphics.

The title features simultaneous four-player action, a variety of new characters, a couple of other updated features (yet to be revealed at this time) and a fairly low price tag. With *Pokémon Puzzle League* (import version reviewed a little while ago and UK Update this issue) showing that this kind of genre is still popular and entertaining, *Dr Mario* could well prove to be a release worth looking forward to! ■



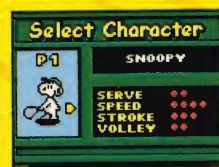
(Above) So, Wario... You say that you've been experiencing sharp pains in your bottom and your moustache is far less oily than it should be...





Snoopy Tennis

Don't expect to pay peanuts for it!



[Above] Pick a player, any player. Now show it to the audience and put it back in the pack. Was it... Woodstock? No? Oh.



[Above] Who will win in the final? Will it be Patty or will it be Charlie Brown instead? You can almost taste the tension!

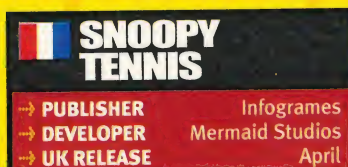
[Below] Snoopy models for the 'Beagle Of The Month' calendar shoot, recreating the famous 'butt in tennis skirt' shot.



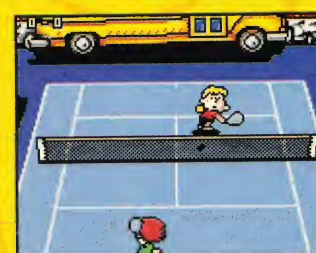
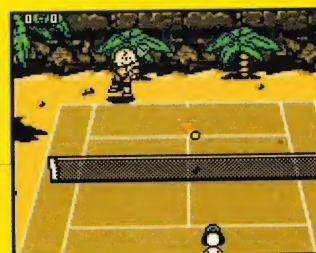
A recent deal between United Feature Syndicate and Infogrames means that a whole slew of Snoopy-based games will be making their way to the Game Boy Color and Game Boy Advance. The first of these games is *Snoopy Tennis* and the title, basically, says it all!

Taking the characters from the much-loved comic strip, the game places them in any one of the nine available courts to go ball-whacking crazy! There are eight characters to choose from including such favourites as Charlie Brown (obviously), Snoopy, Peppermint Patty and Lucy... to name but a few, and there are also four more hidden characters for you to unlock! Apart from the Championship mode there are also various other types of game available. These include Quick Matches, Sudden Win games and even Squash – if you fancy something more energetic – plus there is also a two-player link up!

Each player in the game has a special ability that gives them some advantage over their opponents and there are also power-ups to collect that grant you that little extra help if you need it! At the moment, *Snoopy Tennis* is definitely looking very promising. The graphics are detailed, bright and quite big, achieving the look of the original drawings rather nicely. However, with *Mario Tennis* on the scene already, *Snoopy* may have to have a few more tricks up its sleeve in order to persuade us to make the change from the fat Italian plumber to the lazy fat Beagle! *Snoopy Tennis* doesn't have, it seems, any RPG elements or a facility for training the characters, which means that the game may not have quite the longevity of the *Mario*-themed offering. *Snoopy Tennis* does, however, look as though it will have some strong



gameplay elements and it's certainly got endearing characters, so hopefully it will turn out to be more than a match for Mario and co! ■



NO EMPTY PROMISES...



Aidyn Chronicles: The First Mage

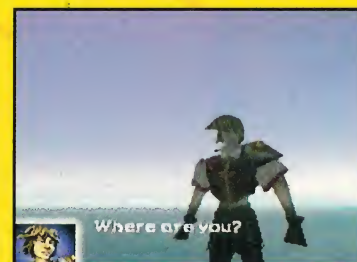
 **AIDYN CHRONICLES: THE FIRST MAGE**

→ PUBLISHER THQ
→ DEVELOPER H2o Entertainment
→ UK RELEASE April/May

If you like the idea of turn-based combat, Orcs, dragons and giant vermin, then pay attention!

Most people who play 'real-life' RPGs are a bit on the odd side, aren't they? Why the hell would you want to get thoroughly lost in a rain-drenched wood in Wiltshire carrying a five foot plastic broadsword, shouting things like 'Knight attacks Orc with Embarrassing Flatulence Spell! Lose 18 health points!' unless you were slightly mad? It seems a bit of a mystery to us – although if you remember, Roy had a fine old time during our 'Real Life RPG' feature a few issues back, which proves that you can dress in a polyester cloak and call yourself Vogon Dwarfslayer at weekends, and still lead a reasonably sane life. Thankfully for those of us who like to keep our monster-battering and potion-collecting distinctly virtual, *Aidyn Chronicles* should be landing on a shop shelf near you soon!

As with practically all RPGs ever invented, Aidyn uses the time-honoured RPG 'trudge about looking for trouble' gameplay style, but this time there's an unexpected twist: it's actually quite good fun. Even



though the code we received from those jolly funsters at THQ was apparently not the finished article, it still looked pretty decent to us! Despite the fact that this game's had more delays than the 18.55 stopping service to Waterloo (hello SouthWest Trains) it looks like it might just be worth the wait.

The main feature that we like about this game is the fact that, despite the onus being on wandering through a nicely-rendered landscape, you're besieged at practically every turn by wild animals, ambushing Orcs or other mythical geezers intent on your imminent and painful death. This means that there are no twenty-



[Above] The Orc Queen's choice in the Aidyn Chronicles 'What's Your Favourite Spice Girls Album?' poll caused a few raised eyebrows.





[Below] Oil Pick on someone your own size! You're not even in this screenshot! Go away and let me give him a kicking!



minute gaps between fights as you trudge from one corner of the map to another, and it keeps the gamer interested, which is what a decent game should do, isn't it?

You play the part of the adopted orphan Alaron (it's alright, you can change his name if you want), a teenage knight of the realm who instead of being preoccupied with guzzling illicit cider in the park with his mates, and pestering the kingdom's womenfolk like any normal 17-year-old, has decided to take himself off on a bit of a quest. He'd also like to get to the bottom of these weird dreams, headaches and visions he's been having recently (there must be a shortage of Zantac 75 at his castle or something). Before you know it, our fresh-faced hero is ambushed, drugged and left for dead by a no-good bunch of Orcs, and the missing friend he set out to rescue winds up dead as well. Bummer!

When Alaron awakes, it soon dawns on him that he's been asleep for days, having been rescued by a mysterious 'healer' who nursed him back to health. Returning briefly to his family's castle, Alaron decides to set out on a quest to discover what happened to him, and harness his new-found magical powers. He comes into contact with the Mindori, an ancient and powerful race of



images, whose homeland is being taken over by marauding bands of Orcs. Alaron sees that his only chance of discovering the truth about himself is to help the Mindori stave off the Orc threat, and it's here that the action begins in earnest!

Alaron must therefore find the Orc Queen and dispose of her before her

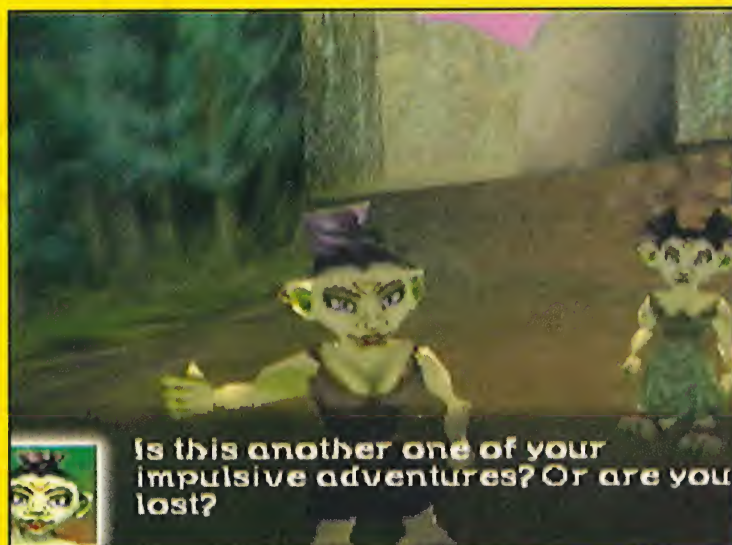


NO EMPTY PROMISES...



Wait Your Turn, Young Man!

Ordinarily, RPGs have a combat system which seems, at least on the surface, to be specifically designed to irritate the gamer. Most of the time, the combat system even in such a long-running series as, for example, *Final Fantasy* or *Ultima*, is rigid, turn-based and actually pretty dull. Things in *Aidyn Chronicles* are a bit different though. Instead of aiming a crosshair, or simply deciding whether to 'Attack' or 'Flee', you have a set amount of time to get your shot, club-swing or sword-swipe in. Also, your opponent can still move (albeit within a restricted space), so you have to aim your attack properly. The 'rounds' of combat are really quick, so you soon forget the fact that *Aidyn's* combat system is turn-based at all. Overall, this seems to make the game more action-packed than some of its rivals, and makes a pleasant change from the old pedestrian system!

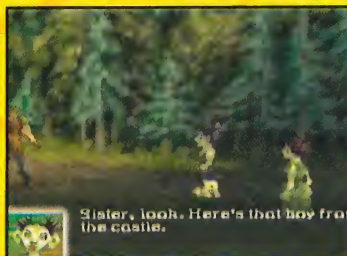


dastardly minions wipe out the only race that can help our hero.

But enough wibbling on about the plot – what you readers want to know is 'Should I start saving my pennies for this game, or what?' The conclusive 64 MAGAZINE answer to that question would be a definite 'Maybe', because being the seasoned Nintendo-watchers we are, we have a sneaking suspicion that this game could be worthy of further investigation. *Aidyn Chronicles* certainly is a brave release at this point during the N64's lifespan, as it has got to take on some the best games ever released for the system, like *Ocarina of Time* and *Majora's Mask*, but there's something about it which makes it strangely addictive.

For a kick-off, the graphics, while dated in places (some characters are constructed entirely from Dairy-lea-sized triangles) are pretty atmospheric. Also, the environments don't appear to suffer from the kind of fogging and update problems that often plague this type of game. The castle scenes in particular are impressive, with lighting effects changing with the time of day. Also, the programmers have given a great deal of thought to how Alaron

[Below] It's just typical isn't it? Miles from anywhere, and you'll still have old people dawdling along, holding you up! Grr...

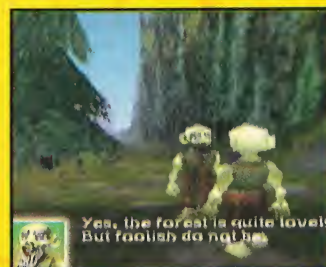


interacts with his environment, so if it's late in the day, he's tired, and thus moves slower than he does first thing in the morning. Other effects, such as the near-constant rain, slow down your progress, but not to an annoying degree. While we're on the subject, it seems to rain pretty much at random in *Aidyn Chronicles*, and the first time we played it, the heavens opened so frequently the game was more like a Welsh hiking holiday than a mystical RPG!

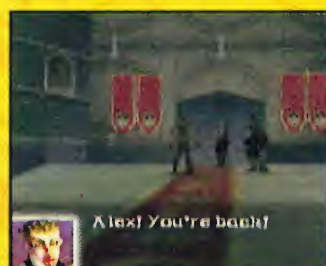
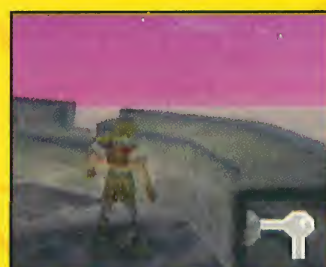
This looks like it could shape up to be something a bit special, but you'll have to wait for next month's review to find out if the final version of *Aidyn Chronicles* is the genuine article or not. ■



[Above] Alaron realised after the first mile that this would definitely be his last Great North Run.



[Above] Listen shorty, if I'd wanted charmingly-mangled grammar, I'd have rented *Empire Strikes Back!*



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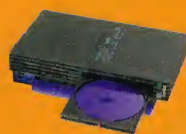
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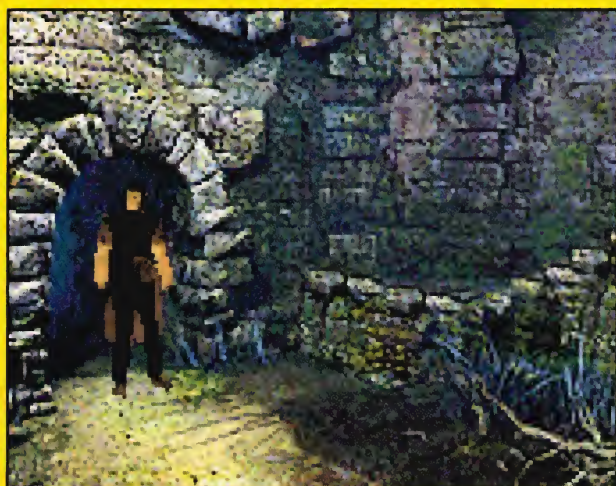
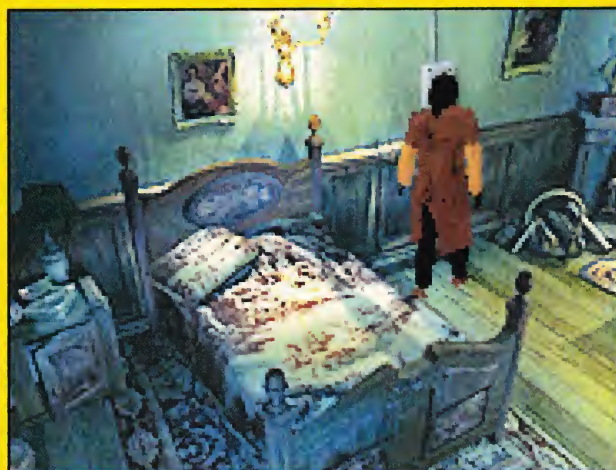
▶ ALONE IN THE DARK

64SIGHT

24

Alone In The

All on your own in the dark... are you scared yet?



[Above] "Today on Groundforce we're going to turn this plain, dreary-looking old back yard into a showpiece of horror, absolutely infested with all manner of hideous mutated monsters. See you after the break!"

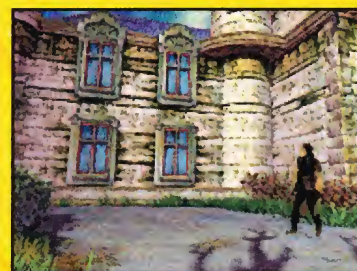
You'd think some people would know better, wouldn't you? If you're after a safe trip to a pleasant holiday destination then you'd go somewhere like 'Happy Isle' or 'Pleasant Peninsula'... you wouldn't pick a destination called 'Shadow Island' now, would you? I mean, you're practically asking to be eaten by some kind of stomach-churningly hideous monster!

That's the premise behind this latest Game Boy Color game... well, sort of. You see, for a change it's not your character who's bugged off to an ominous-sounding destination and then wondered why he's landed in trouble, but your character's friend. The game begins with Edward Carnby (that's you) receiving a phone call from an archaeologist called Alice, in which she (rather bluntly, we feel) tells you that your friend and partner Charles Fiske has been 'offed' by person or persons unknown, having popped out to the aforementioned Shadow Island to do a spot of antique valuation. Now any normal person would simply nip down to the local police station to fill in some kind of form and then let the boys in blue get to the bottom of things, but not our Edward, oh no.

Quick as a flash he jumps on board Alice's flying boat and jets off to – where else? – Shadow Island!

On the flight in, Alice casually mentions that she knows who arranged for Edward's pal to be killed, and that it's all got something to do with Indians and statuettes... er, and mystical spirits (or something). So now you've got your 'to do' list for the day: 1) Find statuette, 2) Track down and sort out your friend's murderer, 3) Try not to get killed on Shadow Island!

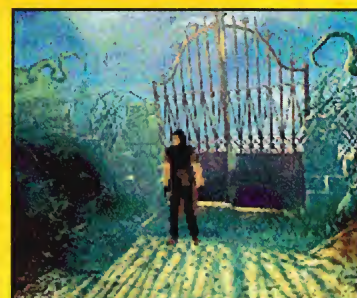
As you can see from the screenshots, *Alone In The Dark* is visually a little more impressive than a lot of games you'll have previously seen on the Game Boy Color. The scenery in particular is beautifully drawn, better than anything we've seen on the system so far. Were they just static backdrops, this would be impressive enough, but when you



ALONE IN THE DARK

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

Infogrames
Pocket Studios
April



[Above] The people who own Shadow Island have obviously been neglecting their annual grounds maintenance.

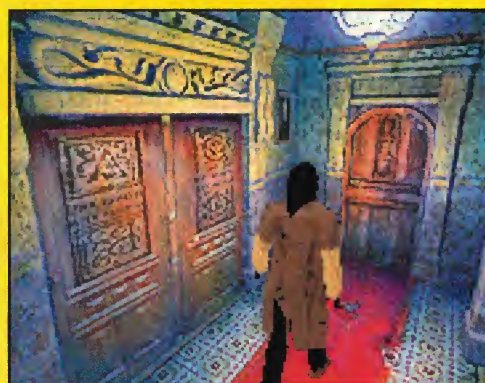
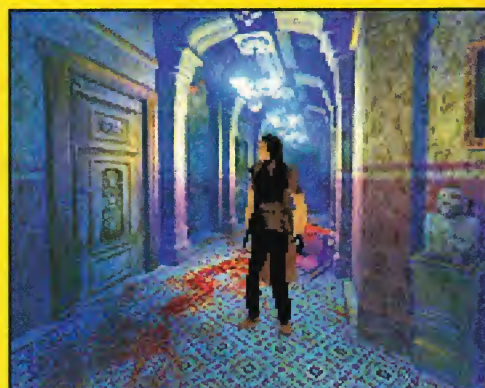
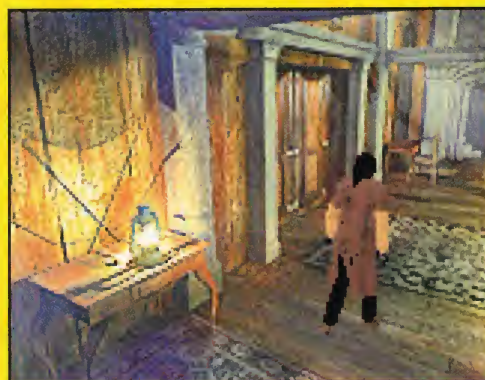
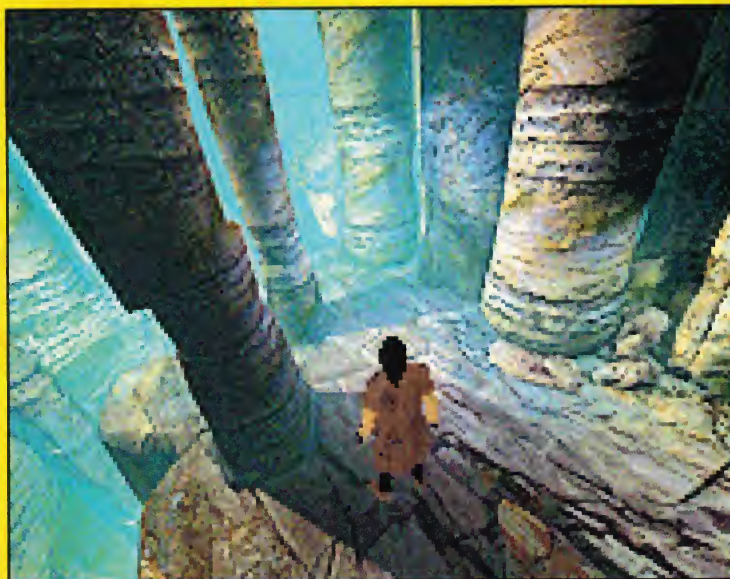


Dark

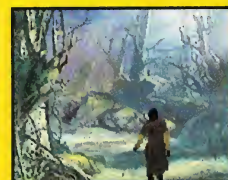
realise that they're effectively 3D sets of which your character can explore every inch, then the fact that this title has been squeezed out using the (admittedly) limited graphical capabilities of the Game Boy Color, makes the result fairly astounding! The trick is that the backgrounds – effectively – are static, and the illusion of 3D is created by having the main character in the game grow and shrink as he moves 'into' or 'out of' the screen, thus creating the illusion that he's moving towards or away from you within the painstakingly-created scenery. This is done by continually redrawing the image of the character as he moves to adjust for size.

The gameplay in *Alone In The Dark* is of the 'survival horror' variety, which means you must search for objects to solve puzzles and avoid all manner of unfriendly creatures who leap out at you intent on tearing you limb from limb. The unique part of the gameplay (for a GBC title, at least) is that the puzzles and clues are not always obvious, and you must search areas carefully to uncover important hints.

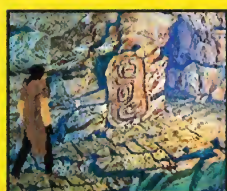
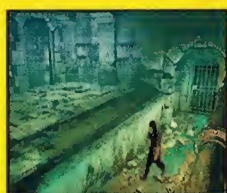
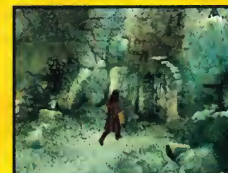
The code we've got in the office for the game is still unfinished, which means that many of the objects are just placeholders and the animation still has a few bugs in it, but even so *Alone In The Dark* is looking very impressive. Watch for a full review of the finished game next issue! ■



[Above] The furnishings in the old mansion had been absolutely first-rate until the Earl's son had thrown his 'little house party' for the Upper-Sixth rugby lads...



[Above] "Rover! Rooover! Oh where is that darn dog? If he's got himself eaten by monsters again then he's in real trouble!"



ADVANCE TO THE NEXT LEVEL

FEATURE

Written by:
Nick Roberts

26

Advance

Look!

It'll play all
your old
games!

Look!

It has new L
and R
buttons for
extra
control!

Look!

Same
batteries,
more time!

GAME BOY.

Nintendo®

GAME BOY ADVANCE



Advance To The Next Level

The Game Boy has just taken the leap to the next level – Game Boy Advance. With more colours, a wider screen and high quality sound – it's handheld videogame heaven! 64 MAGAZINE will guide you through this new era of videogaming and it all starts right here!

Look!
It's widescreen!

It's an exciting time for fans of handheld gaming. The world's favourite portable videogame console has evolved into a new, funky looking widescreen incarnation! This is the Game Boy Advance... Nintendo's hope for capturing the future of handheld gaming entertainment.

Already launched in Japan, due out in the USA on 11 June and over here for 22 June the Game Boy Advance has already won the first battle in the videogame war – it's wooed game developers the world over into writing games for it. All the top companies are signed up and many already have games on sale in Japan. Of course, all the Nintendo favourites will get the Advance treatment – Mario, Wario, Kirby and F-Zero, but there are some rarer names in the list too. Namco are making a Tekken game, would you believe, and there's the shock news

that Sega are going to release *Sonic* and *Chu Chu Rocket!* for the console! We can all shed a tear for the Sega Game Gear and play the excellent *Sonic* games on our new Game Boys instead!

The Rumour Mill

Since we first learned that Nintendo would be launching a successor to the Game Boy Color there have been various rumours about its capabilities and looks...

• "Is it just a Super Nintendo in a smaller box or is it a handheld PlayStation?" The truth is that the Game Boy Advance is somewhere between the two. It has a 32-bit processor, similar to that in the Sega Saturn and PlayStation, but can't throw around

polygons at the kind of speed you might be used to on the latter machine. The screen is wider than that

of the Game Boy Color, giving games a great new widescreen feel which is perfect for the kind of titles that always do so well on handhelds – platformers!

• "Will it need loads of batteries to power this new technology?" Nope! Amazingly the new console runs on the same batteries as the Game Boy



Big Brother

So what has Nintendo's new offspring got under the bonnet? Here is a spec-by-spec comparison between the new Game Boy Advance, and the console we've grown to know and love...

CPU	
32-Bit ARM with embedded memory	8-bit Zero
Screen	
240x160 resolution	160x140 resolution
2.9" TFT reflective screen	32,000 possible colours
32,768 possible colours	56 simultaneous colours
511 simultaneous colours in character mode	
32,768 simultaneous colours in bitmap mode	
Size (mm)	
82 x 144.5 x 24.5mm	75 x 133 x 27mm
Weight	
140g	138g
Power	
2 AA batteries	2 AA batteries
Battery Life	
15 hours	10 hours
Cartridge Format	
Game Boy and Game Boy Color compatible	Game Boy compatible

Look!
32-bit - The same as PlayStation!



ADVANCE TO THE NEXT LEVEL

FEATURE

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Coming Soon...

Here is the full list of games scheduled for release on Game Boy Advance. As soon as we know which ones will make it to the UK, you can bet we'll let you know!

THE GAMES

Advanced Fire Pro Wrestling	Spike
Aerial Aces	Majesco
Baketsu Daisakusen Horse Racing	Nintendo
Bomberman Story	Hudson
Caesar's Palace	Majesco
Castlevania: Circle of the Moon	Konami
Digi-Communication	Media Works
Dokapon	Asmik Ace Entertainment
Doraemon	Asmik Ace Entertainment
Earthworm Jim	Majesco
F-18	Majesco
Fire Emblem - Maiden of the Dark	Nintendo
Flower Blooming Competition	Nintendo
Fortress	Majesco
F-Zero	Nintendo
Game Boy Wars Advance	Nintendo
Golden Sun	Nintendo
Golf Master	Konami
Hatena Satena	Hudson
Hello Kitty Miracle Collection	Imagineer
I Am An Airport Controller	Tamu
Iridion 3D	Majesco
Jelly Belly	Majesco
Konami's Wacky Racing Adventure	Konami
Kuru Kuru Kururin	Nintendo
M&Ms: Lost in Time	Majesco
Magical Vacation	Nintendo
Mail de Cute	Konami
Mario Advance	Nintendo
Mario Kart Advance	Nintendo
Minna to Ishyo!	MTO
MLB Sluggers	Midway
Momotaro Festival	Hudson
Monster Breeder	Konami
Morita Shogi Advance	Hudson
Ms Pac-Man Advance	Namco
Namco Museum Advance	Namco
Napoleon	Nintendo
NBA 2001	Midway
NFL Blitz 2002	Midway
NHL Hitz	Midway
Pac-Man Advance	Namco
Paintball	Majesco
Pinobee Quest of Hearts	Hudson
Pitfall	Majesco
Pocket GT Advance	MTO
Ready 2 Rumble Boxing Round 2	Midway
Reiji Matsumoto's Space Hexcite X	Jordan
Rockman EXE	Capcom
Sansara Naga	Victor Interactive Software
Silent Hill	Konami
Star Communicator	Konami
Super Block Bus 4 Advance	Starfish
Tactics Ogre: Gaiden	Nintendo
Tekken Advance	Namco
Top Gear GT	Kotobuki System
Tweety and the Magical Jewel	Kotobuki System
Unlimited Mystery Zero Tours	Media Ring
Wario Land 4	Nintendo
Winning Post	KOEI

Color, and in fact will go on for an extra five hours longer than the original system!

"Will I have to throw away all my old games?" No again! Nintendo has been in this game long enough to know how to play it and it has ensured that the Game Boy Advance can play all Game Boy Color and original Game Boy games so that you can keep your ever-growing cartridge collection!

Games Galore

We've put together a bunch of previews of the best games coming up for Game Boy Advance and we think you'll agree that they are some of the best-looking handheld games ever to be created. This console is going to redefine what we all think of a handheld console game and you can bet that 64 MAGAZINE is going to enjoy the roller-coaster ride of Game Boy Advance every bit as much as you!

Mario Kart

Nintendo

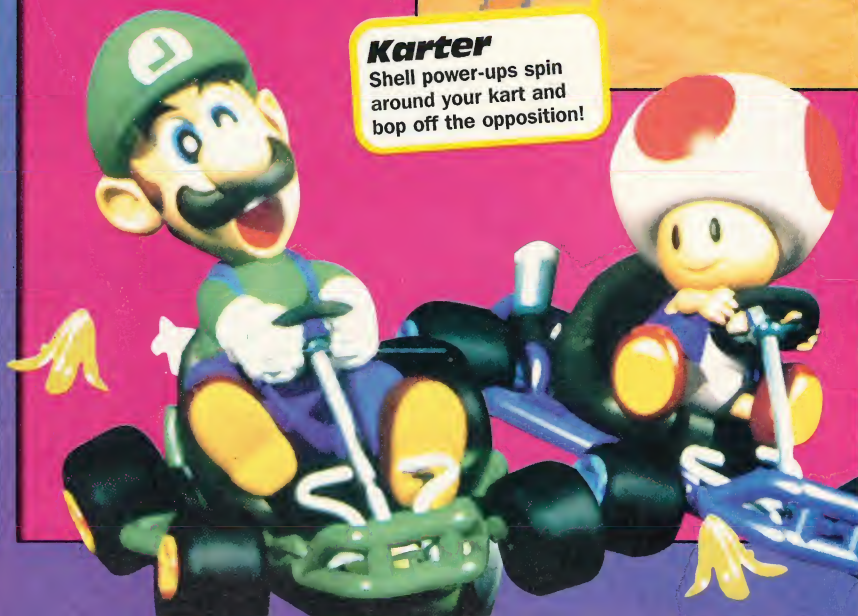
One of the most exhilarating games from the Super Nintendo era is about to make a comeback! *Mario Kart Advance* is a souped-up version of the SNES original with all the favourite characters, tracks and power-ups that made the game so popular. You get to select a driver from an impressive line-up that includes Mario, Luigi, Donkey Kong and Wario along with Princess Toadstool for the more sensitive players. Their differing weights and driving skills mean you can select one that perfectly suits your play style. The twisting tracks are all based around levels from the classic *Super Mario World* with the Mario Raceway, Creepy Ghost House and Bowser's Castle being some of the most tricky to race! Fast, fun and making a welcome return with special multiplayer options using the new link-up cable - we can't wait!

Race Order
Who is in the lead?

LAP 1 / 3



Karter
Shell power-ups spin around your kart and bop off the opposition!





Sonic the Hedgehog

Sega

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What's all this? How can Sonic appear in a Nintendo magazine? Well it's true, Sega has given up on the console hardware market and decided to concentrate its efforts on being the world's number one software company, and part of this change in direction includes making games for the Game Boy Advance! Sonic Team has released the first screenshots of its new game, and it's looking mighty fine! In fact, here at 64 MAGAZINE we think Sega are pushing the new console much further than Nintendo is bothering to with its new *Mario* games. This *Sonic* game is far superior to the original Mega Drive version with bigger sprites and more colourful backgrounds. Only one screenshot so far though... take a good look!



Lap

How many times have we been around this track?

TIME 00'48"49

Time

In Time Trial games this counter becomes vital for shaving seconds!

Power-Up

Collect 'em by running over them then letting rip at an enemy!

Map

Just where exactly is that first place racer hiding?

All Star Racing

Konami

Yup! It's *Mario Kart*, but Konami has replaced the Nintendo characters with those from its own back catalogue. *Mystical Ninja*, *Gradius*, *Parodius*, *Metal Gear Solid*, *Pop 'N' Twinbee* and *Castlevania* favourites battle it out around the race track and well... it looks better than *Mario Kart Advance*! It seems that while Nintendo has simply converted its old game, Konami has had to start from scratch, with the result being a far nicer looking title!





ADVANCE TO THE NEXT LEVEL

FEATURE

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Pinobee Quest Of Heart

Hudson

Welcome to the next level of platform game – *Pinobee Quest Of Heart*. This game is simply gorgeous, outshining anything Nintendo has got to offer! It kind of has the look of *Rayman*, but the star of this game is a part-robot, part-bee hybrid with super powers! We expect great things from *Pinobee* because Artoon, the developer, is made up of ex-members of Sonic Team, the guys responsible for Sonic's adventures on the Mega Drive, Game Gear, Saturn and Dreamcast.

With multiple levels of scrolling in the beautifully painted backgrounds and some really original animation on the main character, *Pinobee* looks set to redefine the platform game for GBA. The Japanese were able to pick up a copy of the game on launch day – a UK release date is yet to be confirmed.

Flowers

Sonic has his rings, Mario his coins and Pinobee collects flowers!

Power Ups

Floating fruit give Pinobee his special powers.

Special Moves

When Pinobee performs one of his moves, it flashes up on the screen!

Energy bar

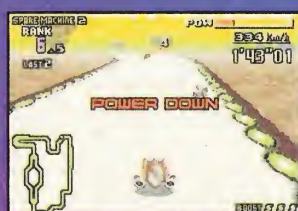
Energy is all-important – you really have to keep this bar high.



F-Zero Nintendo

Grab your mates and get ready for the ride of your life because the Super Nintendo classic is back on Game Boy Advance. Nintendo has set this new game 25 years on from the first one with new tracks and new vehicles. We don't need them though, because *F-Zero* has always been a real adrenaline-pumping game and one that is welcomed back with open arms. It works particularly well with the GBA L and R buttons as you can slide your craft around the corners with precision and skill.

STOP PRESS: Check out our review on page 52!





Rayman Advance

Ubi Soft

Not to be outdone by *Pinobee*, Ubi Soft is releasing a new version of its nine million selling hero *Rayman* for Game Boy Advance. This game is based on the original *Rayman* that was released on the PlayStation and Saturn a few years back with more than 30 levels of action and a special new 'capture the flag' mode for two-player link-up games. It's a shame the company didn't go the whole hog and create an all-new Game Boy Advance adventure because most of you will probably have played the levels in this version already!



Castlevania

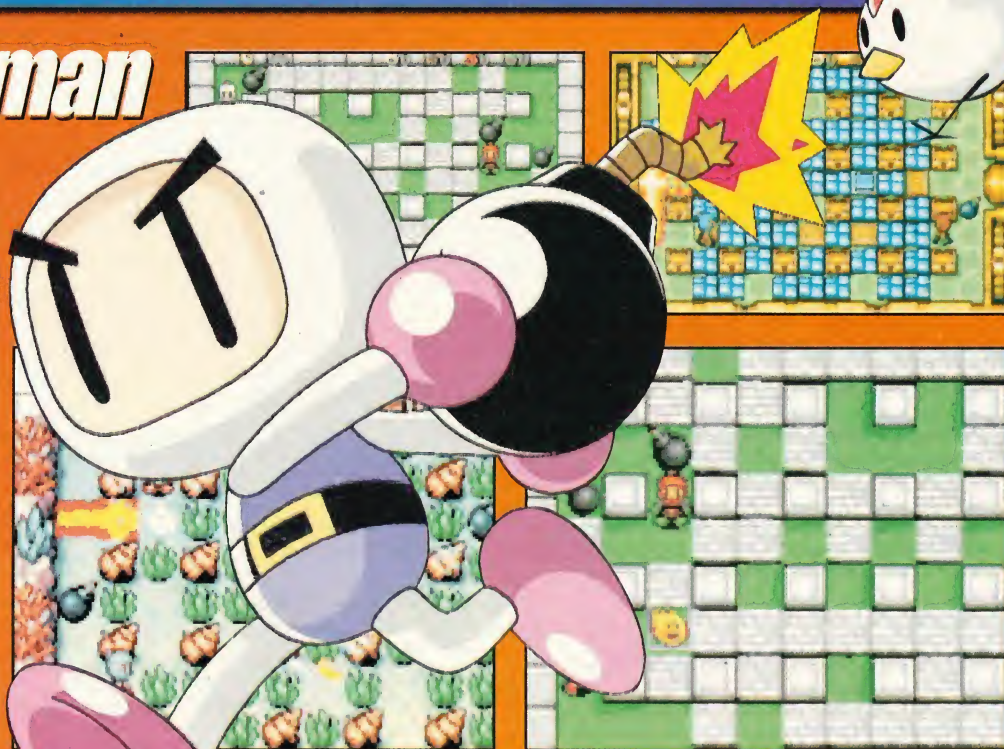
Konami

Another classic from yesteryear makes a return. *Castlevania* from Konami has its own cult following and looks set to win a whole new fanbase with its return on Game Boy Advance. It's a game of vampires, fiery swords and wave after wave of vicious enemies to destroy. Okay, so it's a platform game, but forgive it this one fault and you are guaranteed to enjoy its hack 'n' slash delights.



Bomberman

Another classic that hasn't seen the light of day for a while now is *Bomberman*. He's seen a resurgence in 3D on the Nintendo 64 but his first Game Boy Advance game sees him return to a two-dimensional world. It's classic *Bomberman* gameplay, which is good because this is what makes the game so addictive. Up to four people linking their Game Boy Advances together can run around the mazes, planting bombs, blowing up walls and picking up power-ups as they try to be the last man standing. If you've never played a *Bomberman* game, you've got an addictive treat in store!





ADVANCE TO THE NEXT LEVEL

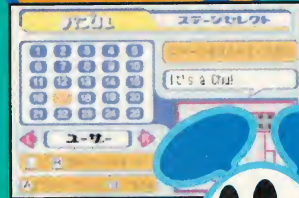
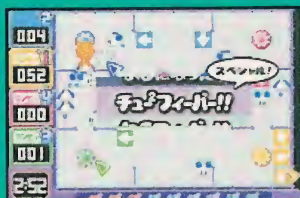
FEATURE

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Chu Chu Rocket!

Sega

This is the title that kicked off the Dreamcast online gaming experience last year and now it's ready to rock on Game Boy Advance! Sonic Team has been extremely busy with the GBA development kits with two of its greatest games converted already. *Chu Chu Rocket!* is fast and frantic, the objective being to help the little mice into their rockets while keeping them away from the cats! The Japanese version of the game works with the mobile converter Nintendo is launching for the Game Boy Advance to give multiplayer online gaming. Whether this function will make it over to these shores is unknown, but *Chu Chu Rocket!* makes a great standalone game too!

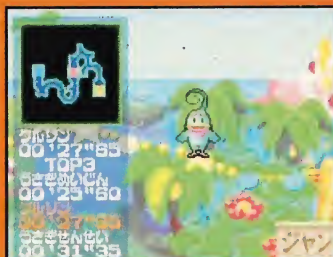


Kuru Kuru Kururin

Nintendo

This is one of those games that the Japanese go mad for, but which very rarely makes it over to the UK. Believe it or not Kuru Kuru is actually a Japanese word for the sound something makes when it spins. We're glad to say that *Kuru Kuru Kururin* will actually be released here, but we imagine it might see a name change before then. It's a wildly addictive game too – you control

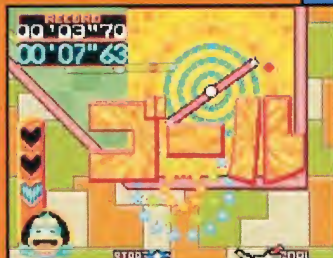
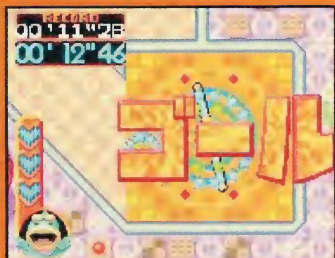
a spinning stick that represents a helicopter (hang on, stay with me here) and the objective is to manoeuvre this stick through multicoloured mazes avoiding a bizarre collection of obstacles. Perform well and the game's hero, Kururin (who actually looks kind of like a duck) jumps up and down with glee. Hit the sides of the maze though and he gets well cheesed off – weird!



Mr Driller 2

Namco

We've recently reviewed the Game Boy Color version and now the sequel is already on sale in Japan. Higher definition graphics, new levels and a great twist on the original – this time the levels spin as well as going up and down! Little Mr Driller will certainly have his work cut out hammering his way through the multicoloured rocks with his mini pneumatic drill. Namco has polished up the game in all areas and it's looking like a right little cracker!



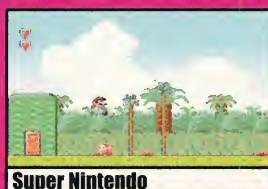


Mario Advance Nintendo

It's a good job Nintendo keep all their old games on a big back-up disc because they certainly believe in digging them out as many times as possible! *Mario Advance* is nothing more than the *Mario Land 2* game from the *Super Mario All-Stars* compilation on Super Nintendo. If you don't believe us take a look at this comparison. On the left is the original game from the SNES, on the right the

new Game Boy Advance version. Look similar? You betcha! Of course, it goes without saying that this doesn't stop it being a mighty fine Mario game which we were all looking forward to playing again.

STOP PRESS: Check out the review of this top game on page 46!



Super Nintendo

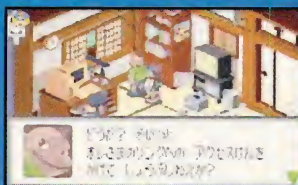


Gameboy Advance

Megaman EKE Capcom

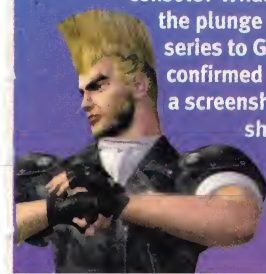
He's known as Rockman in Japan and he's got a whole new adventure already available for the GBA over there. *Mega Man* games have – until recently – always been side-scrolling platform affairs, but Capcom has chosen to go the way of the N64 version with this incarnation by allowing the hero to move around the

levels in a turn-based role playing game. Hopefully it'll be better than the N64 version, and we can expect a four-player link-up mode bolted on, which should attract a whole new set of fans to the hero.



Tekken Advance Namco

What? The PlayStation diehard favourite on a Nintendo console? What is the world coming to? Yes, Namco has taken the plunge and broken away from Sony to bring its *Tekken* series to Game Boy Advance. Unfortunately, there are no confirmed details on this new beat-'em-up as yet, not even a screenshot, just the intention to convert the game. It should be brilliant though – combining Nintendo's new technology and Namco's expert game creation. We can't wait!



Also on the cards...

Napoleon – Nintendo



Wings – Nintendo



Pocket GT Advance – MTO



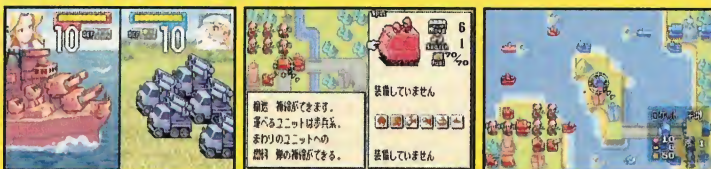
Golden Sun – Nintendo



Red Hot Dodgeball Fighters – Atlus



Game Boy Wars – Nintendo



Star Communicator – Konami



Tactics Ogre Gaiden – Nintendo



**WHAT'S
REVIEWED
IN THIS
ISSUE!**

reviews

64 MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

PLAYERS

The number of people who can play the game.



EXPANSION PAK

Does the game have Expansion Pak's extras?



RUMBLE PAK

Can you plug this in to shake along with the game?



Publisher	Who sells it
Developer	Who wrote it
Game Type	What type of game
Origin	Country it was written in
Release	When is it out?
Price	See if you can guess?

\$64,000 QUESTION

This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.

MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

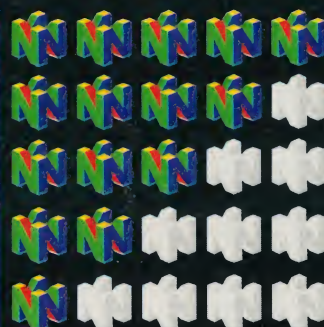
36

Conker's Bad Fur Day

We get down and dirty with an alcoholic tree-rat..

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!



REVIEWS



46

Mario Advance

Mario's back on a handheld, and boy does he look good!

50

Scooby Doo: Classic Creep Capers

Rooby Rooby Roo! Scooby and co set about foiling fiends on the GBC.

52

F-Zero Advance

It's like having the SNES version in the palm of your hand!

54

Pokémon Puzzle League

The UK version of the latest Pokémon title arrives... and we check it out!

58

The Simpsons: Night of the Living Treehouse of Horror

Surely no-one can take something as cool as The Simpsons and make a bad game of it?

60

Mickey's Speedway USA

It's just like the N64 version, only it fits in your pocket!

64

Star Wars Episode One: Battle For Naboo

It's basically Rogue Squadron 2 and it's just reached the UK!

68

Toy Story Racer

More top racing action on the Game Boy Color – who'd have thought it?

70

The Lion King: Simba's Mighty Adventure

In the jungle, the mighty jungle, the lion leaps tonight...



THE FINAL SCORE

95%+

64

94%-90%

64

89%-75%

64

74%-50%

64

49%-30%

64

29%-10%

64

Below 10%

64

Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 BOTTOM LINE

CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

CONKER'S BAD FUR DAY

REVIEWS

Written by:
Roy Kimble

36

Conker's B



NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	THQ
Developer	Rare
Game Type	Platform Adventure
Origin	UK
Release	Out now!
Price	£59.99

MEMORY OPTIONS

- **MEMORY:** Stores four different saved games
- **CONTROLLER PAK** N/A



Mad Fur Day

Pooling, peeing, swearing, farting... could this be the coolest N64 game ever?

\$64,000 QUESTION

- Superb animation
- Oodles of speech
- Hilarious visual and verbal jokes
- Excellent lighting effects
- Gloriously gory
- Great puzzles
- Mad bosses
- Loads of film parodies
- Addictive gameplay
- Imaginative multiplayer
- Can get a little frustrating in places
- Multiplayer novelty wears off after a while
- A few problems with camera angles

Everyone over the age of 18 knows that alcohol is – by and large – pretty bad for you if taken in excessive amounts. Hell, these days most people over the age of 12 know it – what is the world coming to? In my day we had nothing but gobstoppers, fizzy pop and liquorice whips, and we were happy. Oh, for the good old days...

Er... anyway, if alcohol has an adverse affect on supposedly evolved human beings, the effect it has on small, furry mammals is somewhat worse. Enter Conker, a red squirrel with a penchant for drinking, an eye for the ladies and an avaricious streak a mile wide. Our story begins (as such stories do) in the lounge of a public house called the 'Cock and Plucker', where Conker and a select group of his drinking buddies are getting happily hammered on the local brew. Cut to some time later, and we find a severely inebriated squirrel finally deciding that it might be a good idea to set off for home, at

which point he makes the error that so many have before – he eschews the use of public transport and decides instead to walk it...

Another brief interlude and we find our soon-to-be-hero Conker waking up in a ditch, with absolutely no clue as to where he is and the mother – nay the grandmother – of all hangovers. Which is where you come in. You've got to get Conker home!

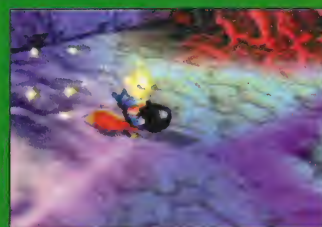
Nuts! Hazelnuts!

Conker's Bad Fur Day is a game which has received an awful lot of coverage in the gaming press over the past year or so, and when you play it you'll understand why. It's not just the swearing, it's not just the innuendo, not even the incredibly over-the-top cartoon gore. No, it's all that and more, because one of the things that hardly anyone seemed to mention in all the previews and news pieces about this game up till now, is that the gameplay is absolutely fan-friggin'-tastic. Without a shadow of a doubt, this is the best game Rare has produced so far, and as far as we're concerned, it's a definite contender for the greatest N64 game of all time!

"The gameplay is absolutely fan-friggin'-tastic"

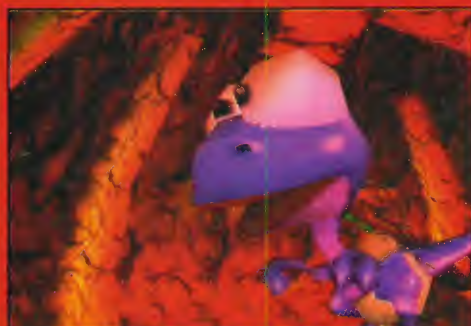
Run Conker, Run!

Conker finds himself in a sticky situation when he's given a bomb to deliver. He's got a very tight time limit to get the device too its destination, and any sudden knocks – like a blow from a club, say – can result in a very violent end to the problem!



That's Just Sick!

Some parts of the game make you wonder just what the people who worked on it are like! In one section Conker finds a huge egg, which he sits on and hatches. The resultant baby dino – complete with nappy and gurgling noises – takes Conker as its mum, and follows him around, eating anyone who threatens the furry fellow. However, to open up the entrance to the next stage, Conker has to lead the baby dino onto a stone slab, and crush it to death – come on guys, that's just sick!



REVIEWS

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But we're getting ahead of ourselves – there's a small, hungover squirrel who needs a bit of attention...

Your first task in the game is to sober Conker up, because in his initial state (very much the worse-for-wear) he isn't a whole lot of good to you. If you've ever suffered from a hangover (and believe me, if you haven't then you're much better off – there should be a health warning on alcohol containers: 'Warning! Consuming this product could well make you feel like someone is pouring acid into your stomach while an army of tiny dwarves are pounding on your brain with rock hammers'). Er... as I was saying, if you've ever suffered from a hangover, then you'll know that while you've got it, you don't usually perform to your peak of physical fitness, and it's very much the same with Conker. Far from being the lithe, fast, nimble chap that we'd expect a red squirrel to be, our furry hero

stumbles around, barely able to manage more than a feeble hop, much less a proper jump. The longer the hangover goes on, the worse Conker feels, and before long he can't go more than a few steps without 'blowing chunks' (which looks as gross as it sounds).

Conker The Conqueror

The reason for this dilemma – besides being an important lesson on the perils of the misuse of alcohol – is the tutorial. Much like in previous Rare titles, it's not actually necessary to read the manual before playing the game, because all the important information is given to you as you play through. Conker's hangover grants you details on probably the most important aspect of the game, the context-sensitive buttons. Stagger over to the drunken scarecrow in the centre of the initial area, and he explains (sort of) that you need to look for a button on the floor with a B marked on it. These buttons crop up



[Above] Er... hello? Nice doggy! You're not going to go and do anything rash now, are you? Like... oh, tearing off my head?

with considerable frequency throughout the game, and the function they perform depends on the situation. So say you need to repel a horde of aggressive beetles, then pressing B on the appropriate pad causes Conker to draw a catapult from his pocket. In this initial case, standing on the button and tapping B has Conker mixing himself a fizzy hangover cure.

These context-sensitive buttons (so called because their function changes depending upon the context, obviously) give Conker a variety of different talents. Essentially they replace the multitude of special

"Without a shadow of a doubt, this is the best game Rare has produced so far"

Dramatis Personae

There are some very, very strange characters in Conker's Bad Fur Day...



Conker

The hero. The star. The numero uno. The main man. Yes, thanks to a very low tolerance for alcohol and an underdeveloped sense of direction, Conker ends up in some serious trouble. Of course as a result of this, several hundred other strange characters get squished, splatted, blown-up and torn apart... so he actually gets off quite lightly!



Berri

She's like... a girl, y'know? Conker's 'bird' (although don't let her hear you describe her like that!) Berri isn't exactly a brain surgeon, if you know what we mean? She does however have a great butt, which is a little worrying, as it had half the office drooling and – considering that she's a computer-generated cartoon animal – that's not good at all!



Gregg

Unquestionably the best character in the game, Gregg is the 'Grim Reaper'. He's about two foot tall with a squeaky voice and a serious dislike of cats (because they have nine lives, see?) He's not all that fond of Conker either, since our squirrel hero has pretty-much unlimited incarnations. Gregg also has some of the best lines...



The Panther King

This bloke is very big and very scary. He's not incredibly bright however, as reflected in the fact that he needs to call in a scientist to explain that his table is missing a leg. Several FMV cut-scenes imply that this guy is going to be the one that you face in the final showdown... er, but as it turns out, he's not.

Birdy

He's an alcoholic and proud of it! Actually, make that a drunk, because alcoholics go to meetings, don't they? Birdy is the chap who explains all about the context-sensitive buttons, and he also sells Conker a manual later on in the game which allows him to use various different weapons. Oh... and he smells.

Uga-Buga

He's big and ugly and he carries a very, very big bone! Uga-Buga is the final boss in the prehistoric section of the game and he looks pretty imposing when you realise that he's about ten times the size of Conker! Of course, he's not all that difficult to overcome once you discover his sordid 'little' secret...



[Above] Fangy takes advantage of Uga-Buga's temporary loincloth problem to tear huge chunks out of his bottom!

Let's Put That In Context...

One of the most important elements of the game is the context sensitive button. You can find one of these at various points in the game and pressing B while standing on it results in a different result depending on the situation...



Cash

Money. Wonga. Hard stuff. Greenbacks. Currency. Wad. Call it what you like, it's what makes the world go around (according to the song anyway – we think gravitational forces might have something to do with it). Conker needs to get his hands on as many of these little guys as he can if he wants to get to the end of the game.

Fangy

Yes, some people have pet dogs, Conker has a pet dinosaur. This little dino has sharp teeth and a big appetite. Conker needs to befriend him and then he can ride him into battle, but first he's got to persuade Fangy not to tear his head off! How, you ask? Well, maybe Conker can use his hypnotic personality on the little beast...

Franky

Franky the pitchfork is from the deep, deep, deep south and as such is a trifle inbred, making him not exactly the sharpest tool in the box (if you'll pardon the pun). He hangs out in the barn with his 'friends' Ron and Reg and doesn't really think for himself. What he needs is for someone to teach him the true meaning of friendship...

Carl

This bad-tempered cog is probably the most foul-mouthed character that you'll meet in the game. He's a bit of a git, so he's managed to drive away the three female cogs that live on the pegs next to him, and of course, he wants Conker to find them and bring them back. Will you help this foul-mouthed metal gear?

Tediz

They ain't cuddly, and you certainly won't want to take one of these furry fellows to bed with you, not if you want to wake up with all your limbs still attached, anyway! The Tediz are waging a war and Conker manages to stumble into the middle of it. Only nerves of steel and an awful lot of luck will save our furry little hero...

The Alien

Space... the final frontier. Although in this case it could mean the end for Conker. We won't tell you exactly how you end up facing this incredibly unfriendly Alien, but you can rest assured that it ain't pretty. Fortunately for Conker, someone's gone and left a powerlifter in a nearby storage bay – let's get it on!



[Above] Berri's got herself a rather nice new outfit and it looks just perfect for a spot of Matrix-style gunplay in the bank...



[Above] Most people assume that all bees keep in their hive is honey... however this one contains a recoilless cannon!

moves that you had to learn in *Banjos Kazooie* and *Tootie*. You do still have a few moves to learn – which we'll come to in a minute – but essentially, almost everything you need to do can be accessed with the B button, which makes for much less faffing around (special moves are great, but they can be a pain to pull off) and this allows the gameplay to flow a great deal more smoothly.

The few moves that Conker does have are his jump, his hover and his frying pan. Jump is fairly self-explanatory, hover is like a double jump, where Conker spins his tail like a rotor blade and can float for a short distance. The frying pan is Conker's default weapon, and tapping B once it has been enabled (this happens on the tutorial stage) results – providing that you're not standing on a context-sensitive button – in the squirrel producing a huge frying pan from his pocket (as you do) and swiping with it. These are the initial three moves that Conker starts with. The only remaining one of note is swimming, however to begin with Conker can only swim on the surface of the water (he needs armbands!), underwater swimming comes later.

Fur-tastic!

The first thing that you really notice about the game – even before the swearing and vomiting – is the lighting. Conker has – in a first for an N64 game – got a proper shadow, which grows or shrinks as he moves towards or away from a light source. This is just one of many different lighting effects in the game, and like everything else it adds to the overall look of the

whole thing. There is one small catch however. At various points in the game you are required to do a bit of platform jumping (this being a platform adventure, after all) and occasionally you find that the lighting is a bit of a pain. You see, in other games of this type, when performing tricky jumps, one way of



Saturday Night At The Movies

There are definitely a whole load of movie fans down at Rare, because *Conker's Bad Fur Day* is absolutely jam-packed with movie parodies and subtle references. Here's ten of them...



Aliens

You've got a blood-sucking, acid-spitting alien to deal with and there's absolutely no sign of Sigourney Weaver anywhere – damn!



The Blair Witch Project

Remember the low-budget movie? Check out the spooky handprints...



A Clockwork Orange

It's doubtful that you'll have seen this movie as until recently it was banned and it's definitely not for family viewing!



Bram Stoker's Dracula

Conker meets a relative who does a passable Gary Oldman impression...



Gladiator

Conker stands in for Russell Crowe and tries a bit of gladiatorial combat in the arena. This one's prehistoric rather than Roman though.



Raiders of The Lost Ark

There's a 'boulder rolling down tunnel' moment in the game, and in this case the rock squishes its intended victim!



Jaws

The screenshot doesn't really do it justice, but the sweetcorn is dragged around like the swimmer in *Jaws* before eventually being dragged under.



Night Of The Living Dead

Zombies rise from the ground in the graveyard and Conker's got nothing but a shotgun to stop them with.



Saving Private Ryan

The beach landing scene from the recent – rather graphic – Spielberg movie is recreated in all its gory glory.

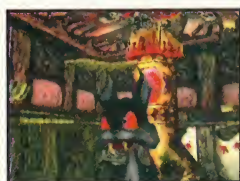
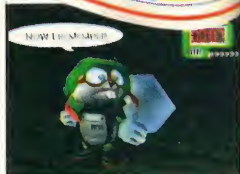


The Terminator

Successfully attack the haystack in the barn, and you tumble through the floor where the haystack is revealed as... a cyborg!

"Quite simply, Conker's BFD is the most imaginative, most hilarious game around"

working out where your character is while in the air is to check out their shadow – which is usually directly below and thus a good way of judging whether you're going to land on that narrow platform or plunge to your doom. This doesn't work quite so well with real-time lighting however, because your shadow changes position depending on where you are in



[Above] The Frenchies have survived the beach, and their reward is... er, a painting of Paris in the evening?



relation to the light source, and thus jumping can sometimes be a bit more tricky than usual. That said, in most cases careful manipulation of the camera can line you up for the jump and so it's only very occasionally that you find yourself wanting to drive up to Rare and ram the controller down the throat of whichever programmer it was who designed the gorgeous lighting effects!

Secret Squirrel

Now... as we mentioned earlier, this title has been causing quite a stir in the gaming press and the reason for that is predominantly because of how different it is in content to other Rare games. Initially *Conker's Bad Fur Day* – in its previous incarnation: *Twelve Tales: Conker 64* – looked much like the *Banjo* games and *Donkey Kong*

64, and so Rare decided to do something a bit different with it. Did we just say a bit different? We mean a whole lot different!

Okay, so on the surface the game still looks similar to *Banjo* and *Donkey Kong* – it's still a 3D platform game, after all. However, this aside, the game is considerably different. There's the content for starters. *Conker's Bad Fur Day* is a 15 certificate game, which contains serious amounts of swearing and a not-inconsiderable amount of gore. The only reason it didn't get an 18 certificate, is that the recipients of the in-game violence are cartoon animals and creatures, and not lifelike humans. This may well be the case, but to be honest, there's something very disturbing about seeing cute, big-eyed cuddly animals getting

Do Squirrels Drink Beer?

In the interests of scientific discovery (and not at all because we were bored and just wanted to get out of the office for an afternoon) we thought we'd test the premise behind *Conker's Bad Fur Day*, namely: the theory that squirrels have a fondness for beer. This... is our story.



We arrive at the park and the local wildlife is showing an interest even before Roy's got the ringpull off of the can!



Sure enough, we've soon got what looks like an interested party. He's definitely considering it, but he doesn't seem to trust Roy.



Muttering to himself, Roy puts the can down and moves away. With the editor out of the way, the squirrel seems happier.



Sure enough, pretty soon he's up on the can, checking out the heady aroma of the quality canned lager.



And before you can say 'hang on a minute, can I see some ID?' he's well into it, slurping like he hasn't had a drink in weeks!



Oops! It appears that the furry fellow drank too much. Remember kids: drinking leads to nothing but vomiting and hangovers!

Communal Conker

In addition to the main game, *Conker's Bad Fur Day* offers six different multiplayer games, most of them accomodating up to four players. Rather than all just being straightforward deathmatch affairs, the games have a little variety. This is great fun to start with, but after a while the novelty does wear off and you do find yourself wishing for just a few more standard 'kill 'em all' games. What you do get is very nice though...



Beach

This is an inspired game. One side (the Frenchies) must race up the beach to the safety of the waiting van, and the other side (the Tediz) must blow them away! Simple, fun and probably not all that politically correct.



Heist

Rare borrows from *Reservoir Dogs* for this one. Up to four players must invade a bank and steal money from the central vault. No team effort here, it's every man for himself and there's heavy weaponry available!



Race

Straightforward this one – one or two players race against each other on the prehistoric lava tracks. It's hoverboarding at its best and so fast you just won't believe it!



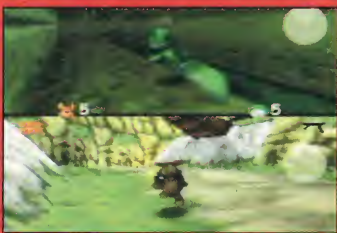
Raptor

Fangy the dino from the prehistoric arena makes another appearance. Players are cavemen or Raptors. The Raptors want the cavemen, the cavemen want the Raptor eggs...



Tank

It's heavy-metal combat on your N64 as the tanks from the *Saving Private Ryan* section of the game battle it out for control of a small arena packed with power-ups. Blast your enemies one at a time or nuke them all!



War

What is it good for? As we've said before: deathmatch! This is the more standard deathmatch formula, although it also offers a 'capture the flag' style of game. Keep an eye out for the really heavy guns... and the chainsaws!



[Above] Conker shows more than a passing interest in this prehistoric beach babel

cleaved in half or having their heads blown clean off! It's just... well, quite shocking. Like watching the Teletubbies gut each other with fishknives – it's just not the sort of thing that you expect to see!

Tree Hugging

The gameplay in *Conker's BFD* is different to that in *Donkey Kong* and the *Banjo* games too. These three titles pretty-much revolve around collecting things, be they bananas or jiggies, and as such, most of the puzzles are based around this concept. In *Conker's BFD*, while you do have to collect cash to progress through the game, it's not a case of hunting out hundreds of hidden money icons, instead you are awarded the cash for solving various puzzles and each puzzle is uniquely different. Some may look similar – there are a few tasks that involve pushing rocks (or even dungballs!) and a couple that involve stunning various cute characters with your

frying pan before having to carry them somewhere – but on the whole each of the puzzles is original, and very, very unusual. You



"Conker's Bad Fur Day is the best game on the N64"



name us one other game where you have to get drunk and pee all over bad guys to get rid of them!

Strictly Scatological

Another thing about this game is that, while at times it can seem to be almost insanely difficult, it's almost always fair. This won't be apparent until you've played it for quite some time, and if you just pick it up for half an hour and then put it down then you might be left with the impression that at times losing health is unavoidable. Some sections of the game start you off on a ledge for instance, where it seems that the only way to get down is to drop off and sacrifice some energy. In another section you've got to race against the clock past a network of laser beams, plagued by a bunch of homicidal 'Tediz' and it seems like you have to crash through the beams and lose energy if you want to make it to the end. However, in almost every case you find that if you step back and look at the game more closely then there is a way around the problem. Stuck on a high ledge? Then look around, because somewhere nearby is a ladder or another platform. It might be well concealed, but it's there. Problems with laser beams? There is a way through, you've just got to work out how to tackle each obstacle, whether by jumping, hovering, crawling or a combination of all three of these skills.

Gorgeous Gameplay

There are times when you might feel that the game designers really have lost it – like in the underwater section where huge razor-sharp fans line



Zombies!

Fancy a bit of undead-blasting action? Conker gets beset at a couple of points in the game by a whole horde of zombies. They're fairly slow, until they spot you and then they shuffle towards you remarkably fast. If they get close enough, they bite you, and you don't want that! The only way to kill them is to blow off their heads, but luckily Conker's been provided with a laser-sighted shotgun...



Explosive Gas

In the army base before Conker goes off to war, if you knock on the toilet door you meet this unfortunate fellow. He's got a barrel of TNT strapped to his back, and he's also got a bit of a gas problem. You need to help him get around to the harbour entrance where a crashed aircraft needs to be cleared away and... well, you can probably guess the rest!



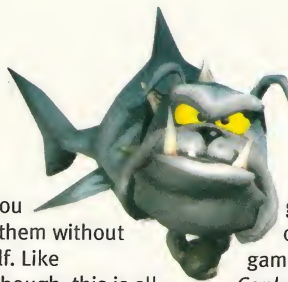
I Swear

...by the moon and the stars in the sky. Anyone remember that song? No? Oh well! Yes, there is some seriously dubious language in the game, but that's not what makes it so good. Buy it for the swearing, and you'll wind up keeping it for the gameplay!



your route and you must swim past them without getting cut in half. Like everything else though, this is all about timing, and with a little bit of care you learn when to swim and when to wait. It's obvious that the designers expect you to die a few times in this section, because – besides the fact that they've obviously put some work into the death animation – there is also an extra life (in the form of a squirrel tail on a hook) right at the start of the area, which regenerates if you die. This means that you can repeat this section as many times as it takes without ever reducing your overall life total. This sort of thing occurs in several bits of the game, and more often than not a squirrel tail hanging on a hook seems to signify a section that's going to be tricky – and most probably fatal – at least for the first few attempts, anyway.

This is all good though, because one of the major criticisms we've made of games over the years is that many of them are too easy – you spend forty or fifty quid on a game (in this case sixty – what's that all about THQ?) and you want it to last for a while, not end up finishing it the same day you bought it. The flip-side to this is when – in an attempt to make the game harder – the game designers just stick in a bunch of puzzles or game sections which are almost impossible to get through, where deviating a pixel-width from the one safe path can mean death. This is just as bad, because then you only end up



getting frustrated, and it misses out on the main point – that games are supposed to be fun! *Conker's Bad Fur Day* has got the difficulty level just right though. Yes, some sections of the game are incredibly tricky, but it's never anything that a bit of practice, a bit of care, or a bit of intelligent thought won't allow you to overcome. And better than that, the game actually makes you *want* to overcome the puzzles that you're faced with.

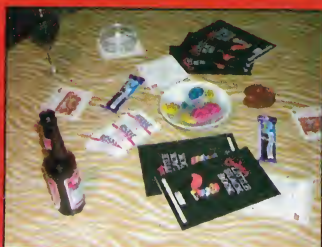
Manic Mammals

You see, another problem which often occurs with many games is that you'll work and work to try and accomplish some specific puzzle or platform section, only to get past it and find yourself thinking... 'why did I bother?' when you just end up in another fairly similar situation faced with the same problems. If a game requires you to tackle a tricky problem that's going to require perseverance and work, then there should be some kind of reward for doing it. We not talking about extra points, or some kind of bonus item, no, we mean something that makes you feel that all the sweat, swearing and – too often – even tears of frustration, were worth it. And it's on this count that *Conker's Bad Fur Day* really delivers.

You see, quite simply, *Conker's BFD* is the most imaginative, most hilarious game around. The humour in it is better than just about any so-called 'TV sitcom' that you care to mention, and the ideas that have been included in the game are just brilliant. This means that when you're struggling to work out what the hell to do with the huge ball of dung, or

Let's Party!

THQ celebrated their acquisition of the publishing rights to *Conker's Bad Fur Day* and the imminent release of the game with a luxurious launch party at glamorous Planet Hollywood in London's Leicester Square. The 'do' involved copious amounts of free alcohol and food, lots of very strange *Conker's* merchandise including beer mats, chocolate bars, fake poo and *Conker's*... er, 'party' balloons, followed by a special preview of the game in Planet Hollywood's luxurious basement screening room hosted by the guys from the Rare development team! We went, we drank, we came home with fake poo.



"As close to an interactive movie as you're going to get on your N64"



[Above] This hoverboard stage is incredibly fast, and yet still playable thanks to very responsive controls.

Familiar Faces

You might well recognise a few things in the 'Cock and Plucker' pub...



Mounted on the wall is a stuffed head. Who's head? Why, none other than that daft bear, Banjo!



And Banjo's not alone! Tucked away in a corner, stuffed into an umbrella stand we find... Kazooie!



how exactly you're supposed to negotiate the explosive lasers, or how to tackle the religious fanatics with the big clubs... any of these things and more, while you're doing that, you know that it's all going to be worth it because once you've finally managed to triumph over whatever problem it is that you're dealing with, you're going to be rewarded

with some hilarious cut-scenes and – usually – a whole new level with yet more original gameplay and totally different puzzles to solve.



2nd Opinion

Rating



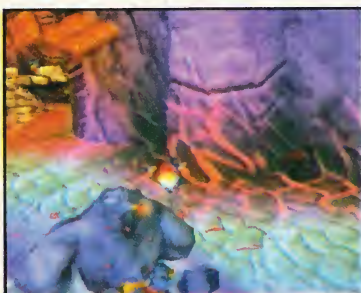
→ Let's cut out all the crap, shall we? In my personal opinion, *CBFD* is possibly the greatest game I have ever had the privilege to play. It kept me continuously amused, the puzzles were on the right side of taxing and I kept going back for more. Go get it!

→ Paul Gannon

Tasteful!

We could go on about this game at length for page after page – hell, we could practically devote an entire magazine to it, because there are so many different gameplay styles and so many different puzzles, and that's without even looking at the multiplayer mode. However, at the end of the day, you're much better off just going out and playing the game yourself. Rest assured that if you buy *Conker's Bad Fur Day* you're getting the finest platform adventure game on the N64, very possibly the finest on any format so far, because we can't think of any title on another system that offers so much entertainment and so much variety for your money. It's all too easy to forget at times that you're playing a game, as the cut-scenes blend so seamlessly into the action that if you're spectating rather than playing, often the only way to tell whether you're watching a cut-sequence as opposed to live action is by watching the player's hands on the control pad!

There are many reasons to buy this game, and if you don't get it you're missing out on a fantastic experience. All of Nintendo's hype about the line between movies and videogames blurring with the release of the GameCube is a little unbelievable until you play a game like this. It's as close to an interactive movie as you're going to get on your N64, and not one of those rather dull *Dragon's Lair*-type movies where 'interactive' translates to 'press a button when we tell you, otherwise just shut up and watch'. *Conker's Bad Fur Day* is the best game on the N64 and anyone who doesn't get that needs a good smack upside the head with a frying pan! ■



[Above] Top tip: if you're a small, furry, squiddy squirrel, don't try and go one-on-one with a huge bloke made of rock!

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Super Mario 64: Nintendo

Reviewed: Issue 1, 92%

Holy Magic Century: Konami

Reviewed: Issue 21, 54%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

96

Soundbite:

It's official: Rare really can do absolutely NO wrong! It'll cost you a pretty penny though...



MARIO ADVANCE

REVIEWS

Written by:
Paul Gannon

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Mario A

64
MAGAZINE
STILLERBack to the
future with
classic Mario!

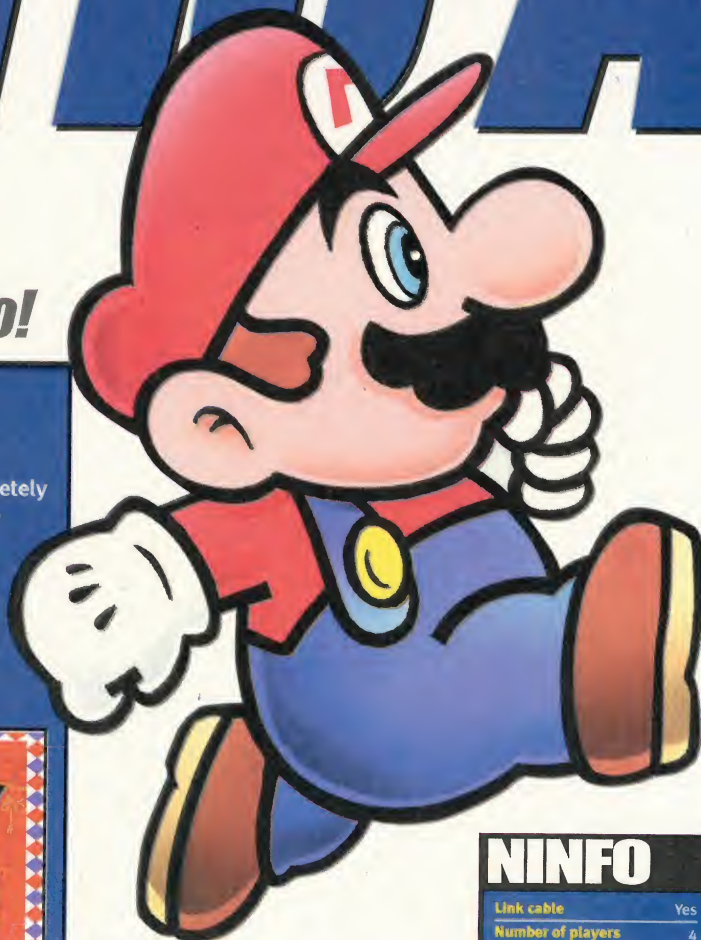
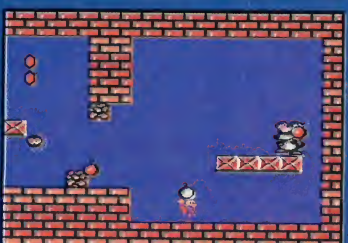
Regeneration

Listen up class, this is the third time *Super Mario Bros 2* has been released. The first incarnation was when the game featured a completely different set of characters. The first revamp involved changing these characters so that they could incorporate Mario, Luigi, Toad and Princess Daisy into the game. The game's name changed from *Dream Factory: Doki Doki Panic* into *Super Mario Bros 2*. This latest installment of the fat Italian plumbing legend's adventures first appeared on the shop shelves in 1988, and was an instant success. From these two screen shots, if you look carefully, you can see the basic changes that have been made to the characters...



When *SMB2* was changed for a second time, it was so it could be incorporated into the *Mario AllStars* package for the SNES. Graphically it changed dramatically, looking more like the visuals from *Super Mario World*. It was a makeover that all three Mario games would undergo. The following shot shows the character select screen for the GBA – which is not all that much different from the SNES version...

To further illustrate the point (we may as well), take a look at these two shots of the same level of the original NES version compared with that of the GBA version. You'll notice that the handheld version is graphically pretty impressive!



NINFO

Link cable	Yes
Number of players	4
Saves?	To Cart
Publisher	Nintendo
Developer	Nintendo
Game type	Platform
Origin	Japan
Release	Out now (import)
Price	£54.99

Let's go back, way back through the mists of time, to an innocent age. An age where men were men and games were games. An age when games were judged by how they played and not, necessarily, how they looked. To many this was the 'Golden Age' of gaming and during this time Nintendo pretty much ruled the roost.

As we are all aware, Mario has changed his appearance quite a lot over the years. He was once a monkey-bashing construction worker. After that he became the princess-rescuing plumber we all know and love, and in the course of time he's jumped from 8-bit all the way through to 128-bit, going from 2D to 3D and back again! True fans of the short fat dungarees-wearing Italian will have been to his party, played a round of golf and even popped some pills with him (that's if you've played *Dr Mario* – they haven't released a brand of Mario Aspirin... yet!) But

\$64,000
QUESTION

- It's Mario of course!
- Tons of challenges
- Classic gameplay
- Updated features
- Superb sound and graphics
- Basically a port of *Super Mario Bros 2*
- Some annoying elements



advance



[Above] Ha! Thought you'd seen the last of me, did you? Well think again! I'm like a bad penny, I always turn up!

think hard and maybe a few of you might remember a game called *Super Mario Bros 2*. Largely recognised as the Mario game that wasn't, *SMB2* first appeared on the NES in 1988 and reappeared, all tarted up, for *Mario AllStars* on the SNES. Now it's back, given yet another face lift and squeezed on to the incredibly tiny Game Boy Advance, and its name? Well, it's simply known as *Mario Advance*... and it's damn fine!

It's-A Me! Again!

Way back when, *Super Mario Bros 2* was originally called *Dream Factory: Doki Doki Panic* and featured a selection of weird characters – but not a plumber in sight! For whatever reason, these characters were removed from the game and replaced with Mario, Luigi, Toad and Princess Daisy. Most of the other game elements were retained, and this explains why instead of using their



arses to eradicate the enemy, Mario and his pals now picked up their adversaries and chucked them around. It was odd but it was still Mario and that was what mattered.

Now *Super Mario Bros 2* is back on the brand-spanking new GBA and it's looking as good as ever. The story is the same as before, with Mario fighting his way through seven levels of grabbing, jumping, throwing fun until he reaches the final showdown with the main frog-type bad guy who is holding him and his friends hostage in a world full of bad dreams – the evil git!

Mamma Mia!

Despite this being not quite an

'official' Mario game (style-wise) there are nevertheless loads of familiar elements. The

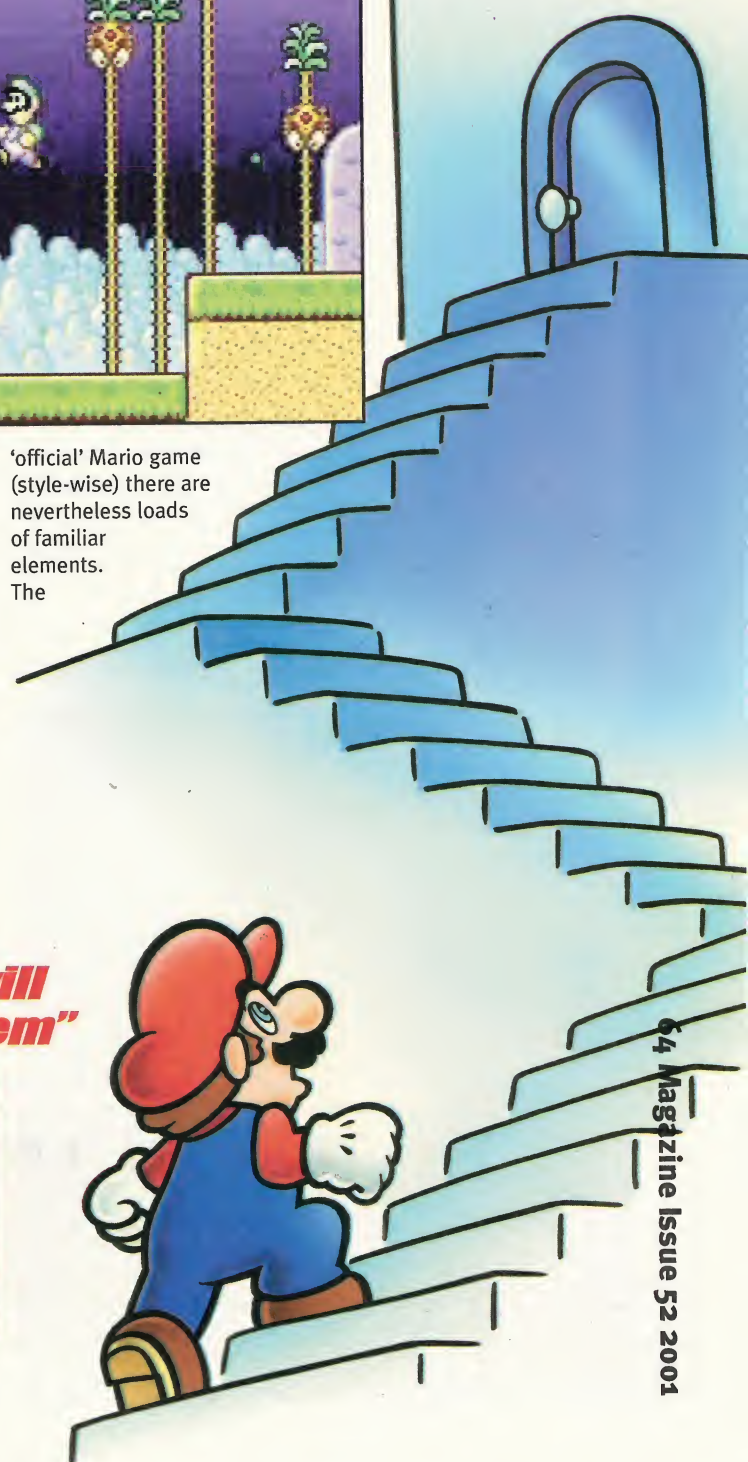
"Just a tiny taste of what Mario will be getting up to on the new system"



[Above] Well, well, well! Is that a large root vegetable in your hands, or you just pleased to see me?



[Above] This wasn't what Mario asked for when he sent off his coupons for a friendly furry companion! Call the RSPCA!





MARIO ADVANCE

REVIEWS

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[Above] The renowned 'joined-at-the-head' Siamese Plumbers soon made Dyna-Rod a veritable household name.

"The game is utterly addictive"



Mario Classic

Apart from the main game itself, *Mario Advance* also sports a rather nifty multiplayer game called *Mario Bros Classic*. Thanks to the link cable, up to four players can go head-to-head in a bout of platform-smashing, bad guy-kicking action! This game involves a series of ugly critters pouring out of pipes which you must knock over and kick out of the screen. The more of these you can get rid of, the more points you get. As more players get involved, the more exciting the game becomes as it means you're battling against friends as well as monsters!

The advantage of GBA multiplayer is that, with some games, only one of you needs the actual cart in order to play! *Mario Bros Classic* just happens to be one such title and it pays off beautifully!



environments for instance, thanks to the SNES's *Super Mario World*-style graphics, are just the kind you'd expect Mario to find himself in. Each world is chock-full of bouncy, colourful platforms with candy-cane motifs running right through the game. There are numerous destinations to travel to from the traditional green landscapes through worlds made up of ice and snow to desert plains, to name a mere few! Despite the fact that this is a port of an older game, the GBA demonstrates, thanks to this title, just how improved the visuals are and how many colours it can squeeze out of itself!

There has also been a bit of a debate about the sound quality of the machine, partly due to its speaker, which – like the GBC – has a habit of sounding 'tinny'. To a certain extent this is still apparent but if you plug a good set of earphones into the handheld, you'll notice just how much better the sound is! Apart from the rich tunes and the great sound



[Above] Mario was shocked by the unprovoked attack mounted by four rubber gloves he found behind a barrel.

effects another wonderful feature is the addition of character speech! Now you can hear Mario cry "Mamma Mia" every time he runs out of lives or even "That's as far as you're going!" when confronted by an enemy! It's cute, it's fun and it improves your gaming pleasure immeasurably!

Ciao Bella!

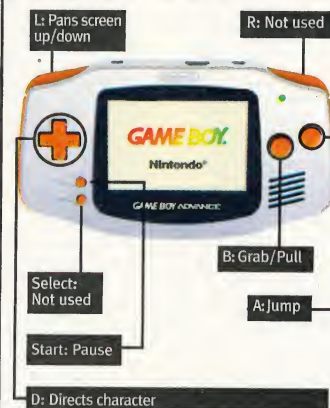
But what does the game play like? Well, there are a few annoying elements. For a start, the game requires an awful lot of skill. That's not necessarily a bad thing, but it does mean that you may well find yourself battling through a particular level again and again until you finally manage to get it right. Despite this, the game is utterly addictive and no matter how frustrated you get, you'll still find yourself hooked on it for endless hours.

The main reason for this is that it takes a bit of brain power to figure out a way of getting through many of the levels. Some areas are unsuitable for, say, the character of Mario to complete on his own. If this is the case then it might be to your advantage to switch to someone else. Whereas Mario is pretty nippy, his jumping skills aren't that strong – unlike Luigi, who wouldn't look out of place in an Olympic high jump event! Princess Daisy can hover in the air when she leaps and Toad can pick up objects faster as he is the strongest of the bunch. By utilising these talents, you should be able to persevere through each level and ultimately save the day! It's simply up to you to decide which character is appropriate for which level.

We could argue that *Mario Advance* is old-fashioned, but it's a testament to the strength of the gameplay that it still pulls you in and keeps you fixed to your Game Boy. There are tons of options (including the multiplayer which is featured in the boxout), the action is non-stop and it all combines to form a truly great game. Even if this is just a tiny taste of what Mario will be getting up to on the new handheld system, it definitely bodes well for the future, even if the game does stem from the past! Well done Nintendo! ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Alfred's Adventure: Ubi Soft

Reviewed: Issue 44, 80%

Tom and Jerry: Ubi Soft

Reviewed: Issue 46, 85%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

92

Soundbite:

Mario is back on the scene, looking as good as he ever did!

Scooby Doo – Classic Creep Capers

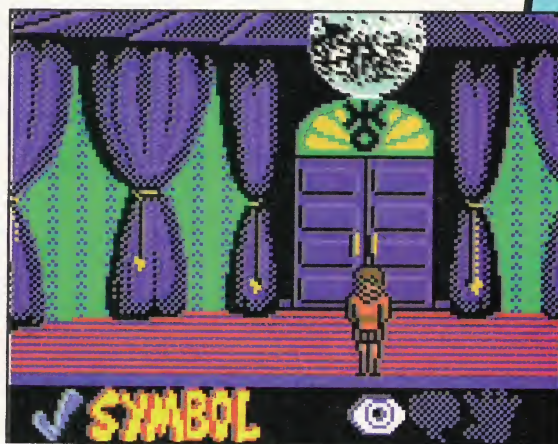
NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	THQ
Developer	Digital Eclipse
Game Type	Arcadey RPG

*Roinks Raggy! Rah growst!
Like, we're on the GBC, Scoob!*



[Above] After a heavy night on the booze, our hapless heroes stagger to their B&B, only to find they've been locked out! D'oh!

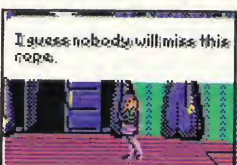


\$64,000 QUESTION

- Great graphics and cut-scenes
- Good use of the different team members
- Simple instinctive gameplay
- Not very difficult



[Above] Fred accidentally backed into a tree. Whoops!



Some time ago, a well-meaning, stern housewife by the name of Barbara Woodhouse terrified the canine population of this country with the blood-curdling cry: 'Walkies!' Her draconian methods of dog training were highly successful, but they never taught a food-obsessed Great Dane to sniff out the final clue in a spine-chilling mystery. It's also unlikely that our Babs' teachings could have given man's best friend the ability to talk in an amusing way. While this is a shame, as it would have made her television series much more interesting, another TV pooch had both of these skills – Scooby Doo! Our furry friend hung out with a bunch of do-gooder American teenagers, including Daphne (the dizzy one), Fred (the smug one), Velma (the swotty one)

and of course Shaggy (who looks a bit like Liam Gallagher, come to think of it). The happy gang were also joined by Scoob's nephew Scrappy in later episodes of the show, but thankfully the irritating little bugger's nowhere to be seen in this game. Phew!

Reheheheheh!

In this variation on the N64 title of the same name, you must guide the gang through various sideways-scrolling environments, trying to work out the identity of a 'ghost' that's been terrorising a scary old mansion. You quickly realise it's got something to do with the dodgy-looking scientist who works at the lab next door – a theory which is confirmed when the hapless Fred, vile orange cravat and all, gets abducted and imprisoned in the laboratory!

One of the first things that struck us about *Classic Creep Capers* is how instinctive, simple and, well, easy it is to play. You plod your chosen mystery-solver around the fairly well-drawn environments, picking up items and solving fairly one-dimensional puzzles as you go. This game succeeds on many levels, because of the 'team' element of the gameplay. Instead of only controlling Shaggy and Scooby (with Scooby being more of a hindrance than a help most of the time) as in the N64 version, here you can pick and choose which passenger of the Mystery Machine you want to use. Each of the team members has a special area of expertise, so you have to use a bit of grey matter – but not an awful lot – to crack the puzzles.

While the game is fun to play, it's

Lights! Camera! Talking Dog!

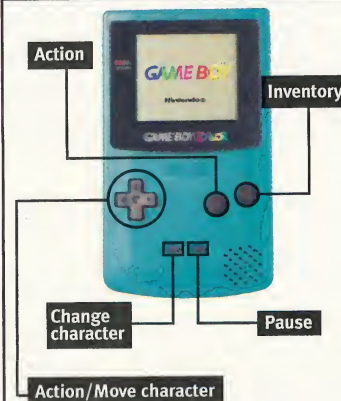
News reaches us that somewhere in America (probably) a live action film of the *Scooby Doo* series is currently being made. Freddy Prince Jr plays Fred, Matthew Lillard certainly seems to resemble Shaggy, Sarah Michelle Gellar is playing Daphne (no sign of the red leather trousers though, Buffy fans) and Linda Cardellini is filling the sensible shoes of Velma. Also worth mentioning is the fact that *Blackadder* legend Rowan Atkinson is also starring in the soon-to-be-completed film! Sounds like one to watch out for!





64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Tomb Raider: THQ
Reviewed: Issue 43, 97%
Lego Alpha Team: Nintendo
Reviewed: Issue 48, 78%

RATING

Graphics



Audio



Gameplay



Challenge

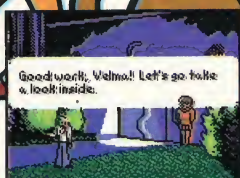


OVERALL SCORE %

70

Soundbite:

Quite an entertaining puzzle game, but there just aren't enough levels!



[Above] Fred's dancing made the others laugh out loud.

"On the whole, Classic Creep Capers is a great title for younger gamers"

fairly obvious that it's been aimed at the distinctly younger end of the GBC market. *Classic Creep Capers* is an RPG of sorts, but it's no *Zelda*, that's for sure. There's no real long-term challenge on offer here, and seeing as the game only has five levels in total, it shouldn't take any Scooby fans worth their salt very long to get to the end. Despite this, the game is

you're looking for a seriously challenging RPG puzzle game, don't bother with this, but if you just can't get enough of our Scooby Snack-obsessed friend, then this could conceivably be worth getting. Try before you buy, though. ■



[Above] Our heroes appear in a tabloid photo-story.

Like, Look Out Scoob!

Being die-hard *Scooby Doo* fans, we were able to let this game get away with quite a lot: the linear, simplistic gameplay, the dodgy sound and the lack of levels. On the whole, *Classic Creep Capers* is a great title for younger gamers who like larder-emptying talking Great Danes. If



F-Zero

**Faster than a cheetah
with a rocket up its butt...**

NINFO

Link cable	Yes
Number of players	4
Saves?	To Cart
Publisher	Nintendo
Developer	Nintendo
Game type	Racing
Origin	Japan
Release	Out now (import)
Price	£54.99

[Below] At these speeds, even Schumacher found it impossible to ram racers off the track and then calmly blame someone else.

Man's been obsessed with travelling stupidly fast ever since George Stevenson built the first locomotive about 130 years ago. It's a good job George's little engine isn't around these days though, because, having a frankly embarrassing top speed of just 17 mph, the humiliation of being overtaken by milkfloats and joggers would be too much for the bearded Victorian inventor to bear. Bearing this in mind, imagine the look on old Georgie's face if he saw Nintendo's crazed vision of the future of high-speed transport: *F-Zero* on the Game Boy Advance!

There can't be many people out there who haven't played (or at least



heard of) *F-Zero*. You know the drill: hovercars belt around expansive, twisty circuits using notoriously flimsy magnetic fields to remain somewhere near the road surface as they strive to reach speeds well in excess of 600mph. Hmm... doesn't sound too safe does it? Well, *F-Zero* on the GBA is set some years after that brain-meltingly quick original, and guess what – the cars have got even faster!

F-'in Marvellous!

Nintendo's new handheld arrived in the 64 MAGAZINE office in a blaze of glory the other day, and *F-Zero* immediately got people a bit hot under the collar. As you can see from the screenshots, the graphics are pretty much the same as the old SNES classic, and are even a little bit sharper in places! A good example of this is the ships themselves, which all have moving fins, flame-spitting boosters and, when they get badly damaged, showers of sparks and smoke! When the cart is first



[Above] It's a mad state of affairs when 426 kph isn't fast enough to win a race!

[Below] "I can see my house from here – Wendy, I can fly!"



[Above] Having passed her test, Maureen from 'Driving School' thought this hovercar would be just like her trusty Lada. Oh dear.

plugged in though, there's no time to admire the paintjob on your new motor – the racing is so fast and competitive, it's hard enough just staying on the track!

Fans of the original SNES title can all breathe a collective sigh of relief – the controls and options in the GBA version of *F-Zero* have all survived the conversion process. This helps to make the game instantly playable and so addictive, you might need to go on a course of 'F-Zero Patches' (available at all



[Above] In a last-ditch attempt to cut speeding, the British Government ordered all motorways to be covered in a thick layer of marzipan.



What? No Toyotas?

The 'Unwritten Rules Of Videogaming' state that:

"All games featuring the ability to chose a player's character, weapons or transportation shall include at least one completely duff alternative, with either: (a) unworkable special moves; (b) absolutely no speed, or – wherever possible – (c) both of the above."



Fireball: Looks like an Essex boy's pride and joy – all fins and flames, geezer. Scorchs along at a frightening rate of knots, and eight out of ten *F-Zero* novices said their cats preferred it.



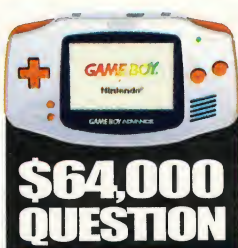
JB Crystal: Great turbo, great handling. A quality motor. Name stems from previously being owned by *Bullseye* legend Jim Bowen. Super, smashing, great, bronze bully etc.



Crazy Horse: Quick admittedly, but so hard to drive you'll receive better lap times by getting out and walking if there's so much as a kink in the road. Quite good on the wider early tracks.



Hot Violet: This car's got something of a weight problem, and hence accelerates like a drugged pensioner in hobnail boots. Thankfully, the Violet has an astronomical top speed.



\$64,000 QUESTION

- Amazing graphics
- Insanely fast
- Instantly playable
- It even sounds good, for pity's sake!



good chemists) to stop playing it long enough to fit in such mundane tasks as, for example, eating, sleeping or putting the cat out.

A Boost, A Boost, A Cadbury's Boost!

F-Zero's longevity and addictiveness stem from the fact that there are three series' of races, weirdly named Pawn, Knight and Bishop, with four tracks and a do-or-die final race, where the opponents, normally quite mild-mannered, start driving like Italians. Not content with giving you 15 tracks to pelt around in a blur of anti-gravity and exhaust fumes, there are also three difficulty settings. This means that (according to our dodgy maths) you'd have to complete over 170 races to complete the game with all the available cars! Then there's the blistering multiplayer mode (up to four people with just the one cart via



link cables!) and time attack to be getting on with. Now that's what we call a challenge!

All the fantastic features that made the SNES incarnation of *F-Zero* an instant classic are here: speed pads, jumps, yawning gaps in the track, and the quite insane turbo boost that you collect for finishing each lap. The good old neon pit-lane has made it across to the Advance too, meaning that, at times, this game is very much a trip down memory lane – only at 700mph.

As you can probably tell from this review, we at 64 MAGAZINE were just slightly impressed by *F-Zero*. If you've got yourself a GBA, you really have to buy this. It makes us wonder just what other amazing things Nintendo can get its new arrival to do in the future. *F-Zero* is a truly fantastic game. Run to the shops, and buy it. Buy it now! ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Antz Racing: EA

Reviewed: Issue 51, 93%

Supercross: Infogrames

Reviewed: Issue 48, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

92

Soundbite:

Mind-blowing speed, excellent gameplay and a great challenge. A classic game.

"Very much a trip own memory lane – only at 700ph."

2nd Opinion

Rating



→ How fast is this game? Well, the answer is very fast! Not only that, but it looks good, sounds great and plays like a dream. If you remember just how good this game was on the SNES, then you'll be glad to know it's even better on the Game Boy Advance. Check it out!

→ Paul Gannon





NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



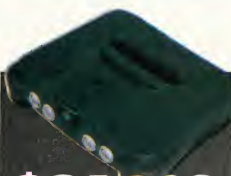
Publisher	Nintendo
Developer	Nintendo
Game Type	Puzzle
First reviewed	Issue 48
Release	Out Now
Price	£39.99



MEMORY OPTIONS

→ MEMORY:

N/A
→ CONTROLLER PAK
Stores scores and game position



\$64,000 QUESTION

- It's *Pokémon* (if you like that sort of thing)
- Incredibly addictive gameplay
- Simple to learn
- Highly enjoyable two-player
- Challenging puzzle mode
- It's *Pokémon* (if you don't like that sort of thing!)
- Can get quite repetitive after a while
- Has the most annoying music of any videogame... ever!

Pokémon Puzzle League

It's another Pokémon cash-in alright.. but a damn good one!

By now it's probably fair to say that most people know about Pokémon. Even parents – that cross-section of society who are usually totally unaware of any current trends until about six months after they've ended, at which time they embrace them with aplomb – have had time to become familiar with the whole Pokémon phenomenon, even if it's only so they can stop little Jonnie from swapping his ultra-rare limited edition gold 'Mew With One Eye Missing' (value £300) for his 27th 'Basic Charizard' (value 5p).

As Nintendo enthusiasts, we've been surfing the edge of the *Pokémon* wave, with a number of different games featuring the little monsters rearing their respective heads. Some have been great, some have been fairly average, some have been complete pants. The latest title to arrive – fortunately – fits quite neatly into the first category.



New Pokémon On The Block

Pokémon Puzzle League is... well, a puzzle game (surprise, surprise) and – if truth be told – the fact that it's got Pokémon in it isn't really important, unless you happen to be really into them. Essentially it's a simple yet hugely addictive game, for which the Pokémon characters are just window-dressing. That said, the game is very slickly presented, and let's face it: judging by their popularity, having Pokémon in this title isn't exactly

going to harm sales, now is it?

The story behind the game (for you can't have a *Pokémon* title without some kind of a storyline) is that you – or rather Ash and Pikachu – have been invited to compete in something called the Pokémon Puzzle League (hence the name of the game). Quick as a flash, Ash and



[Above] Instead of gunge, the Japanese version of 'Noel's House Party' pelted minor celebrities with boiled sweets.



[Above] The budget backstreet dentists of Tokyo were notorious for cutting corners by inspecting two or more patients at once.

"Pokémon Puzzle League is a fantastically addictive game"



UK UPDATE

Meet The Teacher

Professor Oak is the guy you go to to learn how to play the game. He introduces you to the concept behind it all, and runs through the various different playing styles. You don't really need to go see him unless you're a bit thick, because the gameplay is as simple as you like, but he's there if you need him.



[Above] Even Handy Andy thought Laurence's idea for the bathroom was stupid.



his yellow pal race off to the hallowed grounds of the Puzzle Village, which is modelled on the concept of the Olympic Village, and it's here that the game begins.

The Puzzle Village is effectively an interactive menuescreen. From here, you can choose to go to Professor Oak's labs, the Puzzle University, the



to play a special 'line-clearance' game in order to win your little pocket monsters back.

Block And Tackle

The main one and two-player gameplay in Pokémon Puzzle League is incredibly simple to pick up. You begin with a number of rows of

"This has some of the most annoying music ever heard in a videogame!"

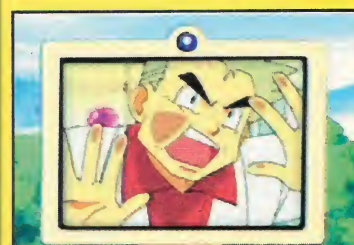
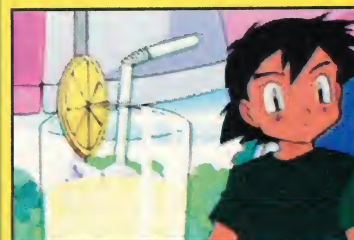
Spa, Mimic Mansion and various different stadiums. Each of them offers you various options. Professor's Oak's is where you go to learn the basic rules and controls of the Puzzle League. Once you've grasped the basics, you can then opt to go to Mimic Mansion, where the more complex techniques of chains and groups are explained by a Pokémon trainer who you then have to copy. You can choose between one-player, two-player, timed and marathon modes, or choose to go to the spa. For a quick, relaxing dip, you ask? Of course not! The spa is in fact a cunning ruse by the tricky trio of Team Rocket to fool unsuspecting trainers into handing over their Pokémon, after which you then have

coloured blocks, stacked one on top of another. You control a cursor – two blocks wide – and each time you tap A or B the two blocks highlighted by the cursor swap position. If only one block is highlighted then it moves to the empty space. The object of the game is to swap blocks to form groups horizontally or vertically (or both, if you're really clever) at which point they vanish, and any blocks they were supporting drop down. At regular intervals the blocks rise up a layer, giving you more to play with but at the same time moving the rows perilously closer to the top of the screen – if one of your blocks hits the top, then it's game over!

Variations on this theme include timed mode – clear as many blocks as

Cartoons On Your N64!

Pokémon Puzzle League has a fairly short intro which is basically a cartoon in itself. It's just like watching the TV series in fact, which might be a good thing or a bad thing depending on how you feel about the little pocket monsters...



UK UPDATE

56



PAL PERFORMANCE

How does the UK version compare in terms of speed to the import cart?

Borders: None

Speed: No drop in speed



[Above] "Yes it certainly looks that way, doesn't it - unlike your hairdresser!"



[Above] "Of course you'll let me take on Giovanni - I'm the star of Pokémon, fools!"



you can within a set time; line clear mode - clear a number of lines of blocks down to and below a set level; and of course the one and two-player head-to-head mode. In the latter two game-types, if you manage to achieve any large chains of blocks or succeed in setting off a chain reaction (by making a group of blocks disappear, thus dropping more blocks to make another group, and so on) then you send obstacles over to your opponent's screen in the form of huge blocks which dramatically increase the height of their stack.

The gameplay is fast and - on the higher difficulty levels - fairly furious, but if you fancy a break from quick-fire action you can always mosey on over to the Puzzle University where a different style of game awaits. Here you are given specific arrangements of blocks and a specific number of moves to clear the screen. While this might sound simple, the game designers have obviously spent a lot of time figuring out the block formations and after the first few simple puzzles you find that they start to get real tricky, real quick!

Puzzletastic!

Pokémon Puzzle League is a fantastically addictive game in one-player and even more so in two-player head-to-head, and the puzzle mode should keep you coming back for more long after you tire of the fast-paced action modes. Particularly as you can - if you so wish - design your own puzzles to fox your friends. There are only really two things worthy of criticism. The first is that the gameplay may be too simple, so that after a while many people might become a little bored of the repetition - however this is true of just about any puzzle game you care to mention. The second, far more major gripe, is with the music. Quite simply, this has some of the most annoying music ever heard in a

videogame! Not all of it's bad, but some of it - particularly the stuff that plays in the Puzzle University - is downright appalling. Think *Des O'Connor Sings Elevator Classics* and you've got the general idea. The music and simplicity of the game aside (by its very nature it's repetitive, after all) this is a top title and one for all puzzle games fanatics out there. And you don't even have to like Pokémon to enjoy it! ■

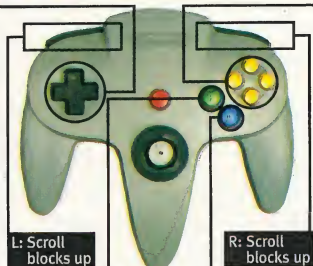


3D Or Not 3D, That Is The Question!

If you find that the standard game mode is becoming a little too easy, then there's the option to make things a lot more difficult by playing in 3D! In this mode, instead of being in a line, the blocks are in a tube, and you must continually rotate them if you're going to have any hope of success. The fact that at any one time you can only see about 25% of the blocks makes the game a darn sight more difficult, we can tell you!



64 BOTTOM LINE CONTROLS



L: Scroll blocks up R: Scroll blocks up

B: Switch block/Cancel on menu A: Switch block/Confirm on menu

C Up: Not used • C Down: Not used • C Left: Not used • C Right: Not used

D-Pad: Move cursor Z: Not used

ALTERNATIVES

Bust-A-Move: Acclaim
Reviewed: Issue 15, 91%
Puyo Puyo Sun: Compile
Reviewed: Issue 8, 89%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

87

Soundbite:
Some great Pokémon-themed puzzle challenge action!

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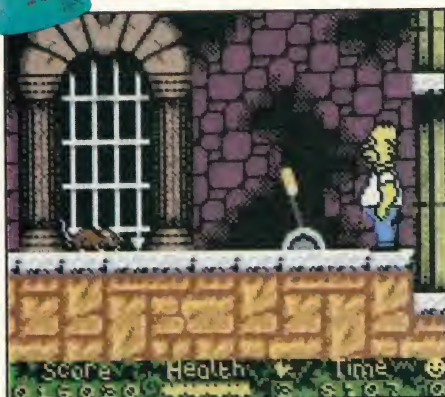
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The Simpsons: Night of the Living Tree

*I will not turn a great licence into a poor game...
I will not turn a great licence into a poor game...
I will not...*

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	THQ
Developer	Creations
Game Type	Platform

[Below] Homer couldn't wait to get home from work and scare the kids with his brand new Star Wars stormtrooper costume.



It's America's longest running prime time animation TV show, it's been going on for a little longer than 12 years, there have been 12 seasons, hundreds of episodes and it has more merchandise than popular religion. Yes, it's those yellow-skinned dysfunctional denizens of Springfield, *The Simpsons*! It has been a while since *The Simpsons* appeared on any major console but now they are back! There is already a *Simpsons* wrestling game out for the PlayStation but the Game Boy has been left wanting since *Bart And The Beanstalk* back in

1993. The wait is finally over though and now *The Simpsons* returns to the Game Boy in glorious colour. But has it been worth the effort?

Couch Trip

In a plot that is remarkably similar to *Bart's Nightmare* on the Mega Drive, each of the Simpson family members is trapped inside a horrible dream that they can only escape from once they have completed a challenge. Each level features one of the Simpsons in whatever dreamscape they have created for themselves. So Maggie, for instance, has transformed into a fly and has to find some computer chips, while Marge gets to roam the streets blasting away zombies *Evil Dead*-style! Each stage, and indeed each character, has been carefully recreated from the cartoon and because of this attention to detail the graphics look wonderful. Sadly, that is possibly the greatest compliment that this game deserves because it falls down in all other areas!

One of the biggest problems with this game is its lack of speed. Everything, apart from the character that you're controlling, is quite nippy. This means you soon notice how sluggish the controls are. Every button

press looks like it is being carried out in slow motion. Using a weapon, jumping or even simply moving left and right is so slow that an enemy attack is near impossible to avoid and this, ultimately, can be very frustrating. The levels are pretty darn hard, but this is mainly because some of the objectives involved seem too obscure to make sense of! Even though you are given a brief at the start of each level, it isn't really enough information for you to make sense of the task ahead. Ultimately the game is not impossible to finish (not unlike *Bart Vs The Juggernauts* which had similar problems) but because of the high frustration factor, it means there could be a good chance that you won't want to put in the time and effort required to complete it!

Mmmm... Free Goo!

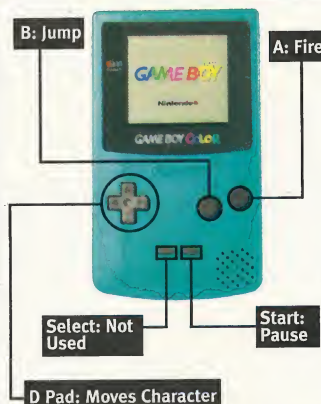
Possibly the most annoying thing about this game is that the password system really sucks. Considering that there aren't that many levels to it, it seems absolutely ridiculous to make each password



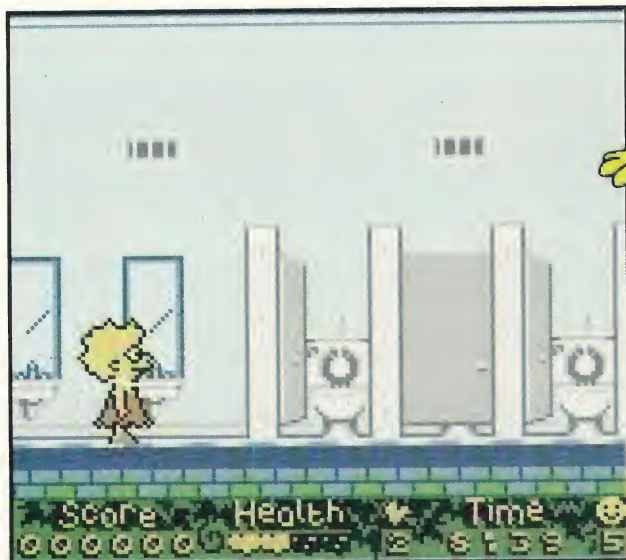


64 BOTTOM LINE

CONTROLS

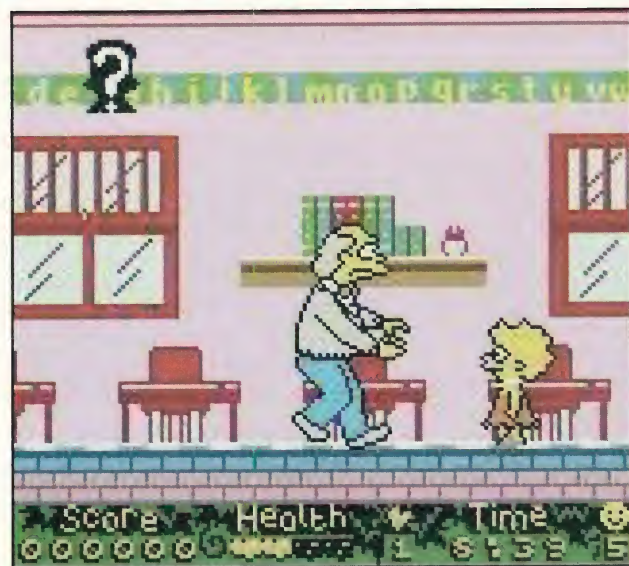


59



[Above] Maggie, because she was a fly, had to change her eating habits. She started hanging around behind bulls' backsides!

house of Horror



[Above] The old man's murderous intentions were scuppered by the fact that Lisa could hear his joints creaking fifty yards away.

The Treehouse

As you may be aware, the idea for this latest *Simpsons* game is based upon the Halloween specials the show runs every year. In many respects, these special episodes are now a tradition in America along with watching *It's A Wonderful Life* at Christmas and having fireworks on the Fourth of July! *The Treehouse of Horrors* has over the years given us plenty of memorable scenes such as...

- When Homer accidentally found a universe in full 3-D.
- When Bart thought he'd seen a gremlin on the side of Otto's school bus.
- The *Shining* episode when Homer goes mad and Bart has 'the shinning'!
- The Simpsons' interpretation of Edgar Allen Poe's horror classic 'The Raven'.
- The family taking on a town full of zombies.
- The constant invasion plans of Kodos and Kang.
- And what about the time the entire family argued with aliens and went on *Jerry Springer*? Bless 'em!



longer than the name of your average Welsh town. Wouldn't a simple couple of images have sufficed? Or what about a battery back-up?

Once again a great licence has been treated very poorly. Although it boasts great graphics and funky music, these aesthetics are no substitute for great gameplay. In this case, *Treehouse Of Horror* has confused a challenging game with a difficult one. The younger audiences who might be drawn to this title will be especially upset by the difficulty of this game and that is just sad. Along with others like *Power Rangers*, *Scooby Doo* and *Buzz Lightyear*, another promising children's title has fallen short of its promise. And that's a real pity for us because we all absolutely love *The Simpsons* television series. Bah! ■



\$64,000 QUESTION

- ⊕ Attractive, colourful graphics
- ⊕ Variety of styles
- ⊖ So... very... slow...
- ⊖ Infuriatingly hard

ALTERNATIVES

Rayman: Ubi Soft

Reviewed: Issue 43, 87%

Donkey Kong Country: Nintendo

Reviewed: Issue 47, 90%

RATING

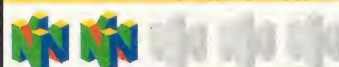
Graphics



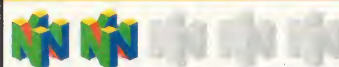
Audio



Gameplay



Challenge



OVERALL SCORE

55

Soundbite:

A colourful, bright and yet deeply unsatisfying game!

Mickey's Spee

NINFO

Link cable	Yes
Infra red	Yes
Built in rumble	Yes
Saves?	To cart
Publisher	Nintendo
Developer	Rare
Game Type	Racing



Mickey and friends are whizzing towards your Game Boy for some serious racing fun!



[Above] Once he noticed snow on the treetops, Mickey realised that the racers might be a little on the lost side.

[Above] Our big-eyed animal chums were completely flummoxed when they realised that sections of the track were covered in flour.



\$64,000 QUESTION

- Cool, colourful tracks
- Cute but competitive racing
- Cars handle beautifully
- It's been done before



[Above] Goofy absolutely hated his passport photo.



There are certain games that you just know are going to be good. Games from top developers like Rare, starring cool characters like the Disney crew, in a groovy format such as cartoon racing, for example. These are games that set your heart racing before you've even slotted them into your Game Boy... and in the case of *Mickey's Speedway USA*, there's not an inkling of disappointment!

Hey Mickey You're So Fine!

From the word go, this is clearly a game that oozes quality. Okay, so it may not be an original concept, but when it's been done as well as this, we can put up with that! Like the N64 game of the same name, you are offered a choice of six characters to

race with, each of whom has their own unique attributes, including our mate Mickey and pals Minnie, Daisy, Donald, Pete and Goofy.

There are a number of different play modes to choose from. In addition to the bog-standard one-player mode – which takes you through five levels each comprised of four races in various different locations – there's a driving school and time trial mode too. In addition to this, the game also offers a two-player link-up mode and some cool extras, like an infrared link for transferring data and, of course, the built-in rumble pak!

Underhand Tactics

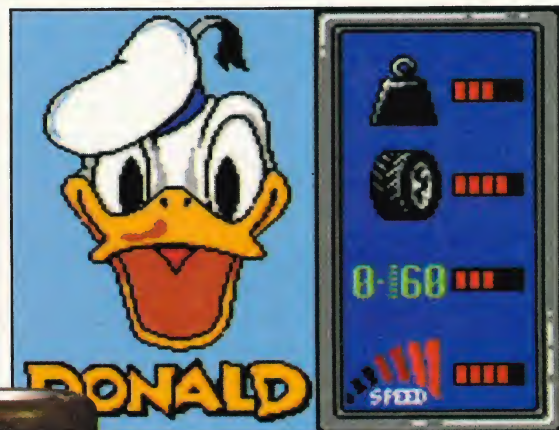
If all that choice isn't enough to get your head spinning, the action on the track certainly will. The courses range from the heat of Texas through the

frozen wastes of Colorado to the splendour of Washington, and with stacks of quirks and twists, like race-winning short cuts, you should have plenty of fun charging around!

But of course, this race is all about winning (hey, the weasels have kidnapped Pluto, so you need to be as quick as you can!) and to do that, you've gotta be mean. The tracks –

"Cartoon kart racing at its best"

which you view from an overhead perspective – are littered with pick-ups, like bouncing balls and oil slicks, which help you get one over on the other competitors, although a spot of good old-fashioned barging doesn't go amiss either. Watch out in

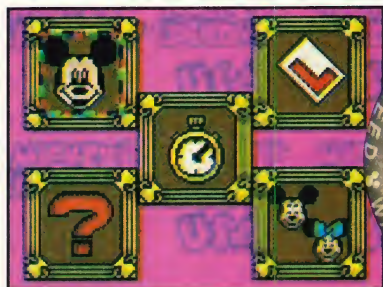




Speedway USA



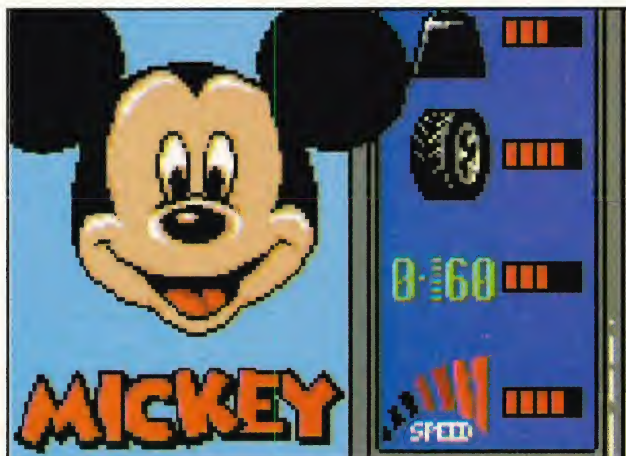
[Above] The Disney characters' annual trip to the nudist beach was the highlight of their summer holiday.



[Above] Will you look at this title screen logo? Have you ever seen anything quite as exquisitely crafted? Beautiful, just beautiful!

the later levels though, because the little Disney devils use the pick-ups against you as well!

With a variety of difficulty levels and some seriously challenging tracks, even budding Michael Schumachers won't tire of *Mickey's Speedway USA* too quickly. This is cartoon racing at its best, and even if you already own a similar title, it's well worth checking out – after all, poor old Pluto needs saving, and how could you possibly turn away from a dog in distress? ■



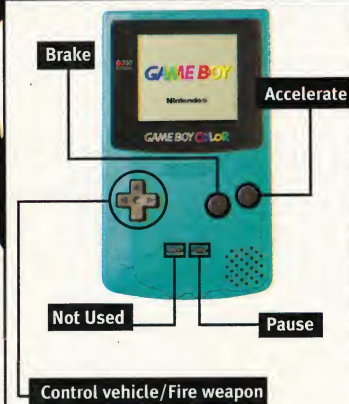
Déjà Vu?

The Game Boy has played host to a whole stack of cutesy cartoon racers in recent times. *Antz Racing*, *Wacky Races*... the list just goes on, and in fact if you turn to page 50 there's a review of Activision's fab *Toy Story Racer* in this very issue. The point is, though, that tearing around crazy tracks as your favourite cartoon characters is a guaranteed blast providing the game's good enough, and when games are as good as *Mickey's Speedway*, we couldn't give two hoots of a comedy horn if we've seen the format before. We're just happy to clamber aboard the bandwagon and go racing!



64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Wacky Races: Infogrames
Reviewed: Issue 43, 79%
Toy Story Racer: Activision
Reviewed: This Issue, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

92%

Soundbite:

A top quality title that keeps the flag flying for cartoon racers!



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gameplay
THE GATEWAY TO GAMES



Star Wars Episode 1: Battle For Naboo

Wipe them out, all of them!

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	THQ
Developer	Lucas Arts
Game Type	Shoot-'em-up
First reviewed	Issue 50
Release	Out Now
Price	£39.99

MEMORY:
Saves up to three different games

CONTROLLER PAK
N/A

\$64,000 QUESTION

- Glorious graphics
- Smooth gameplay
- Plenty of challenges
- Great music
- Top vehicles
- More explosions than Bonfire Night
- Some elements can be frustrating
- The challenge feels a little samey
- Trial and error gameplay

Welcome to the world of *Star Wars*. A world inhabited by brave heroes and evil enemies, where cute Ewoks, fat monsters and disgustingly annoying CGI monstrosities live side by side. The future of the galaxy hangs in the balance and this self-same galaxy is littered with massive star cruisers, vicious bounty hunters and menacing space stations. To successfully create a videogame that appeals to the fans of this space opera, you must ensure that it contains at least some, if not all, of these aforementioned elements. Fortunately, in *Star Wars Episode 1: Battle For Naboo*, Lucas Arts has chucked in almost everything but the kitchen sink with the result that if were a fan of *Rogue Squadron* then this game should definitely put a spark in your lightsaber.

Battle For Naboo is set in and around the events of the 1999 *Star Wars* movie. Your character is Lt

Gavyn Skyes of Naboo's Royal Security Forces and it's his job to scour the planet to help people escape attack and to find pilots, smugglers and fellow officers in order to form a resistance movement against the evil Trade Federation. The various stages are split up into self-contained adventures which require you to choose the appropriate spacecraft/vehicle for the task at hand. Most of these mission objectives are divided into such things as simple 'search and destroy' missions, sabotage, reconnaissance and convoy escorts. Each one tests your ability to engage the enemy, understand the radar, protect your comrades and even use stealth to a certain extent in order to save your planet.

May The Fourth Be With You

From the very start, *Battle for Naboo* is visually very impressive! The scenes and sets from the George Lucas movie are all faithfully recreated and provide a great backdrop for the subsequent action. From the streets of Theed (Naboo's capital), through the swamplands and beyond into outer space, *Battle For Naboo* delivers some stunning environments. While the game looks excellent without the Expansion Pak, if you are lucky enough to own one then the whole thing becomes even more startling. The added value of the Pak means you get more detail and improved texture to the surrounding areas – all of which improves the look of the game

enormously. Every explosion looks fiercer and every craft looks smoother, meaning the overall effect is very pleasing to the eye!

But what about the sound? Well the audio side of things is certainly up to scratch. As with most *Star Wars* games, this one opens with John Williams' booming score which sets the scene perfectly. Coupled with some great music which adds a lot to the gameplay (and by this we mean the action is suitably accompanied by the appropriate piece of music), the sound effects and speech are also rather special. In some respects, there is so much music and sound going on that it may be a bit hard to take it all in. At any one time you can hear rousing music, explosions, the roar of engines, speech from droids, radio transmissions and laser blasts pouring out of your speakers and coupled with the stunning graphics, it all combines to perform a powerful assault on your senses! It can be so immersive that at times it's almost that you're not just playing the game, but seemingly part of it!

Yadda Yadda Yoda

The actual game itself is relatively easy to get into and extremely hard to drag yourself away from. There are 15 missions for you to battle your way through using any of the seven vehicles you come across. These vehicles range from basic landspeeders through to Trade Federation gunboats and starfighters.



[Above] This is pretty much the quickest way to let someone know that you don't like their house very much!

"For those of you who enjoyed *Rogue Squadron*, this should certainly be on your 'most wanted' list"



[Above] Looks like this is it for me! Tell Ginger he was a good friend and inform my darling wife Alice that I cheated on her!



[Above] Here's another tip for you! Never let off any fireworks off in your house, especially if you've left the gas on!



[Above] It's time for more rootin', tootin', shootin' fun in the pastel shaded environment of George Lucas' dreams.



[Above] Ooh, look at me Mum! I'm not using my hands! Aren't I clever? Actually I'm dead meat unless I regain control of the ship!



"Easy to get into and extremely hard to drag yourself away from"

Hanger Bout

One of *Battle For Naboo*'s nicer features is the hangers which you find scattered throughout each of the stages. These allow you to instantly change from one vehicle to another to make sure you have the right craft for the mission at hand! You can only select from the vehicles you have already gained access to, but as each mission goes by, the choice becomes more varied. It's kind of like the pick 'n' mix counter in a supermarket!



SELECT CRAFT

FLASH SPEEDER

PRIMARY WEAPON: BLASTERS
SECONDARY WEAPON: MISSILES

UK UPDATE

66



PAL PERFORMANCE

How does the UK version compare in terms of speed to the import cart?

Borders: None

Speed: No apparent loss in speed

Each of these machines uses the same basic control system as explained to you in the instruction book, but each one also handles slightly differently. For instance, while a landspeeder brakes hard and comes to a stop, a police cruiser merely slows right down. Even moving left and right is different between vehicles, with many vehicles swooping and dipping as they move while others handle like any regular car. And how you move also determines how you aim. Land-based machines can aim up and down with ease but something like a starfighter has to be directed straight at its target in order to secure a direct hit! Handling these craft is certainly not difficult, but it can take a little time to readjust to the controls in order for you to manoeuvre your ship around the level with ease.

Although there are many diverse and challenging missions, after a while you can't help but feel that the game is a little too repetitive. Ultimately, the gameplay comprises roaming vast areas protecting your allies or blowing up the enemy. While there is nothing particularly wrong with this, after a while you do feel the need for a change in style. In the midst of a really good battle, it is all too easy to get carried away as the action never lets up and it's very rare to find a dull moment. In many instances you lose a mission, not down to the fact you've taken one too many hits, but because of an element in the game that is slightly out of your hands. It can get quite annoying when the group's erstwhile Captain has got himself killed for the fourth or fifth time, because you fail the mission as a result. This is one downside of including a strong team element in the game – sometimes you'll fail, and it isn't your fault.

You have to be extremely alert in order to progress through the game, and although this means that the game isn't going to be too easy, your patience may end up a bit stretched!



[Above] In the picturesque streets outside of the Vatican, Cardinal Mansell road-tested the new antigravity Popemobile.



Blue Harvest

For those of you who enjoyed *Rogue Squadron*, this should certainly be on your 'most wanted' list, but it's important to note that *Battle For Naboo* is slightly more linear than the previous *Star Wars* title from Factor 5 and doesn't give you quite as much room to explore. Despite this, *Star Wars Episode 1: Battle For Naboo* is a solid title that delivers great gameplay and is, when all is said and done, a really ace game. Whether you're a *Star Wars* fan or not you'd be well advised to give this the once over!

A View To A Kill

Like *Rogue Squadron*, in this game you have a number of different viewing options.



The first places the camera in the 'standard view' which follows the action from a medium range view.



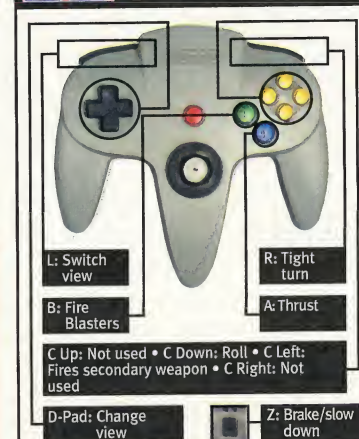
The second is the 'close view'. This time the camera is placed a lot closer to the rear of the vehicle you are piloting.



The third is the 'first person view' which puts the camera directly in the cockpit, allowing you to see what the pilot sees.

So much choice, so much to kill, so little time!

64 BOTTOM LINE



ALTERNATIVES

Lylat Wars: Nintendo
Reviewed: Issue 5, 87%
Star Wars: Rogue Squadron: Nintendo
Reviewed: Issue 23, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

90%

Soundbite:

Non-stop action and great big explosions ensure that this title out-guns the rest!

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Toy Story Racer

REVIEWS

Written by:
Paul Gannon

68

Toy Story Racer

The best Game Boy racer to date?

INFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	Activision
Developer	Teitex Design
Game Type	Racing

It's a licence to print money: the *Toy Story* franchise has been one of Disney's biggest in a very long time. It's made bucket-loads in terms of box-office returns and the recent TV spin-off starring Buzz Lightyear has shown that "if you show it, they will watch"! As for the videogame licences, well, they haven't really been all that impressive. The *Toy Story* N64 game was nothing more than decent, and the Game Boy titles haven't really been anything to write home about.

So with yet another *Toy Story* spin-off videogame title, and one that simply places the characters of the film in a racing environment, does this mean that we shouldn't get too excited about what this game has to offer? Well... no. From what we've seen, we should get very excited indeed! You won't believe what they've got the Game Boy to do!

Start It Up!

The racing elements of *Toy Story Racer* are rather familiar. You have a number of tracks to compete on, a certain amount of racers to choose from and

some power-ups to collect along the way. What really makes this a major change from the rest is in how it looks. Until now, Game Boy racing titles hadn't really progressed that far from the *Outrun*-style that graced games machines as far back as we can remember. Even somewhat more advanced games like *Wacky Races* – with its fancy graphics and assortment of multicoloured tracks – were not all that revolutionary.

What makes *Toy Story Racer* truly gob-smacking is the fact that the courses are in the exact same style as they would be on a full-size





\$64,000 QUESTION

- ⊕ The tracks are amazing
- ⊕ Fast and fun
- ⊕ Play as one of your favourite characters
- ⊖ Not that many courses

"One of the best racers for the Game Boy we've ever Seen!"

console like the PlayStation. You're sent under tables, up staircases, over beds and through petrol stations, all portrayed in almost unbelievable (for the GBC) 3D graphics. This alone is pretty amazing, but the tracks also look great, and they give you a real feeling of speed.

Toy Gear

There are downsides to the game. The power-ups are limited to just items that can help or hinder your driving (so no weapons) and out of all the possible characters from the film, only four can actually be chosen.

Then there's the fact that even though the actual racing is great, there are only 10 tracks in total to race on, and once you've raced them all, that's your lot! There aren't really that many extras, there are no battle-type games, nor even any different type of racing challenge,

in fact there's only the opportunity to have a single race on any of the courses that you have managed to open up in the game.

That said, the racing is quite challenging with even the early stages not being any kind of walk in the park. This is due, in large part, to the opposing racers – they'll quite literally do anything they can to win! In many racing games, once you have overtaken an opponent, you can pretty much forget about ever seeing them again. In *Toy Story Racer*, you find them nipping at your heels every step of the way!

This has to be one of the best racers for the Game Boy we've ever seen. Despite its economical extras, the racing element itself is what truly makes the game irresistible and addictive. If this is what the Game Boy Color can be made to do these days, then it will be amazing to see what the Game Boy Advance has to offer. *F-Zero's* definitely a good start! ■



[Above] As the racers concentration was shattered by the sight of two witches, buried up to their necks in the road.



[Above] I must say, what a horrible shade of blue this game is! It looks as though Carol Smillie has been at it!



[Above] Okay, this isn't the most exciting of shots so there's no real need for a caption. Ooh, two tables! (You're fired – Roy)



[Above] Buzz Lightyear tries to pick up Street Corner Barbie in some dodgy money-exchanging fun!



► Toy Story Racer

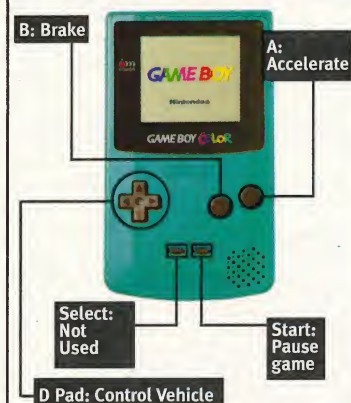
REVIEWS



69

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Wacky Racers: Infogrames

Reviewed: Issue 43, 79%

Supercross World Championship: Infogrames

Reviewed: Issue 48, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE



90

Soundbite:

This has to be seen to be believed. An absolutely wonderful racer.

The Lion King: Simba's Mighty Adventure

Simba roars back onto the Game Boy Color!

NINFO

Link cable	Yes
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	Activision
Developer	Torus Games
Game Type	Platform

If you've seen any of the dozens of wildlife shows on the early evening BBC2 schedule, you'll no doubt be aware that the average male lion has three main concerns. These are: resisting the temptation to eat his kids, sleeping for long periods, and casually ripping the heads off the odd rickety-looking wildebeest at the back of a passing herd. Fortunately, Activision realised that *The Lion King: Lie In The Sun Yawning A Lot* would have made a really crap videogame. Instead they've focused on the

"More often than not Simba is attacked by sprites so small they can only barely be seen with the naked eye"

animated antics of Simba, the little lion cub who eventually grows through a difficult period of pimply adolescence to rule the Pride Lands in Disney's big-eyed classic, *The Lion King*. Good choice there lads!

Cub Scout

Simba's Mighty Adventure is fairly standard platform-hopping stuff, and is extremely similar to the likes of *Jungle Book* and, well, every other platform game featuring cute Disneyfied characters. Our maned hero wanders through predictable environments, slapping some opponents and roaring unconvincingly at others, but the game design isn't really that bad. It would be handy if Simba jumped like a lion, and not like



a hedgehog with its legs tied together, as the game would be more enjoyable, but that's just the way it is.

This game has some good things going for it: the mini-games are fun and a nice break from the usual slog, and the top-down-viewed sprint through a herd of wildebeest is a great laugh. However, most of the stages are far too short, the collision detection is fairly dodgy, and more often than not Simba finds himself attacked by sprites so small that they can only barely be seen with the naked eye.

Overall then, this is a derivative, dated title with a few decent moments of enjoyable gameplay chucked in. To be honest, if you want a really good platform game for the GBC, either of the games in the 'Alternatives' box are a great deal better than this. ■



[Above] *The jungle pantomime went down a treat with the locals. All together now; "He's behind you!"*



[Above] *Police Camera Action: Serengeti Special, focussed on a pack of lions joyriding on stolen wildebeest.*

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Donkey Kong Country: Nintendo
Reviewed: Issue 46, 90%
Jungle Book: Ubi Soft
Reviewed: Issue 47, 86%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

67

Soundbite:

If we said this game was any more than average, we'd be lion. (Sorry.)



\$64,000 QUESTION

- Decent character animation
- Top-down sections are a nice change
- Simba jumps like a girl
- The levels are all pretty dull

WIN!
Tickets To The
Royal International
Air Tattoo!

WIN AIR TATTOO TICKETS

COMPETITION



71

Reach For The Skies!

The Royal International Air Tattoo is Europe's biggest airshow and this year sees its 30th birthday, so you can bet it'll be bigger than ever!

To celebrate this event, 64 MAGAZINE has got hold of 15 sets of tickets for the show, worth more than £50 each! Each set of tickets will get two adults and any children aged 15 and under into the show, which takes place over the weekend of July 28 and 29, at RAF Cottesmore in Rutland.

The Royal International Air Tattoo features more than 350 different aircraft, from all eras of flight, and you can expect to see plenty of exciting displays from the elite pilots of air forces around the world, including, of course, Britain's very own Red Arrows.

To win yourself one of these sets of tickets, simply answer the three questions, either on the back of a postcard or on the form provided (photocopies are acceptable if you don't want to chop up your mag). Then, together with your name and address, send it to 'I Feel The Need' Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS, to reach us no later than 24 May 2001. The first 15 entries out of the hat after that date will win tickets to the show!

If you're not lucky enough to be a winner, but still fancy going along to the RIAT, you can purchase tickets for £23.95 in advance or £29 on the day!



AIR TATTOO COMPETITION

Question 1: The Harrier is a VTOL jet aircraft. What does VTOL stand for?

- ☐ **A: Variable Thrust On Long flights**
- ☐ **B: Vertical Take-Off and Landing**
- ☐ **C: Very Trendy Old Lemur**

Question 2: What is the name of the RAF's elite display team?

- ☐ **A: The Red Arrows**
- ☐ **B: The Green Hornets**
- ☐ **C: The Purple People-Eaters**

Question 3: Which of these is not a World War II aircraft?

- ☐ **A: The Spitfire**
- ☐ **B: The Lancaster**
- ☐ **C: The Wobble-Butt**

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The Royal International Air Tattoo

2



1

Scorezone

72

Hello, good evening and welcome to yet another bellyful of meaty Scorezone goodness. Entries are slowly trickling in but the scores are certainly good ones and definitely fit for this list. Over the next few months a few new, eagerly awaited games are going to be available for sale (see the 'new games needed' boxout) and we're hoping those titles will inspire you to show us what you've got. We're sure you won't disappoint! This month's Scorezone winner is **Andrea Earwicker** from **Wiltshire** who, along with family and friends, sent in some damn good scores. It was tough picking out who should win, but in the end, we're a sucker for a lady! Well done, a steering wheel is on its way!

New Games Needed!

Over the next month or so there are a few new games arriving in stores that we'd love you to apply your skills to. Firstly is the game any right-minded individual will be screaming to get hold of, *Banjo-Toonie*. *Battle for Naboo* is also winging its way to Blighty, so what are you waiting for? Oh yes, for the games to get released...

Enter The Zone!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on any N64 game – without cheating, mind!
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- Include an SAE if you want your photos/videos back.

Legend Of Zelda

BIGGEST FISH		0:46	David Ryan, Derby
32 Pounds Benjamin Long, Hants		0:47	Matthys ten Ham, The Netherlands
24 Pounds Harris Shackleton, Halifax			
24 Pounds Matthew Thompson, Cookham		0:47	Philip Longhurst, Sudbury
24 Pounds Gareth Haynes, Droitwich			
23 Pounds Leigh Maddox, Cheshunt			
23 Pounds David Park, Hebburn			
MARATHON RACE			
1:02	Philip Longhurst, Sudbury		
1:02	David Ryan, Derby		
1:04	Karl Jobst, Australia		
1:03	Mark Nicol, Western Australia		
1:06	Matthys ten Ham, The Netherlands		
HORSE RACE			
0:46	Mark Nicol, Western Australia	0:50	Stephen Hill, Kent
0:46	Michael Tokarz, New South Wales	0:52	Karl Jobst, Australia
		0:53	David Ryan, Derby
		0:55	Benjamin Long, Hants
		0:56	Darren Harris, Birmingham
		0:58	Tammy Harris, Birmingham

HORSEBACK ARCHERY

2000 points	Mark Nicol, Western Australia
2000 points	Matthys ten Ham, Netherlands
2000 points	Christopher Ryan, Derby
2000 points	David Ryan, Derby
2000 points	Jan-Erik Spangberg, Sweden

GRAVEYARD RACE

0:50	Stephen Hill, Kent
0:52	Karl Jobst, Australia
0:53	David Ryan, Derby
0:55	Benjamin Long, Hants
0:56	Darren Harris, Birmingham
0:58	Tammy Harris, Birmingham

Shadows Of The Empire

BATTLE OF HOTH		0:01:41	Magnus Smith, Burra Isle
0:02:07	Matthew Stevenson, Bournemouth	0:02:49	Matthew Stevenson, Bournemouth
0:02:23	Karl Jobst, Australia	0:04:26	Hans Lafeber, The Netherlands
0:02:46	Magnus Smith, Burra Isle		
0:02:52	John Brennan, Bicester		
0:03:15	Karl Jobst, Australia		
ESCAPE FROM ECHO BASE		0:01:11	Karl Jobst, Australia
0:01:26	Karl Jobst, Australia	0:01:20	Magnus Smith, Burra Isle
0:01:36	Magnus Smith, Burra Isle	0:01:55	John Brennan, Bicester
0:01:58	Jason Lloyd Parsons, Anglesey	0:03:13	Hans Lafeber, The Netherlands
0:03:28	John Brennan, Bicester		
0:04:00	Matthew Stevenson, Bournemouth		
THE ASTEROID FIELD		0:05:51	Karl Jobst, Australia
0:03:16	Matthew Stevenson, Bournemouth	0:06:06	Magnus Smith, Burra Isle
0:03:32	Karl Jobst, Australia	0:06:37	John Brennan, Bicester
0:03:38	John Brennan, Bicester	0:06:50	Matthew Stevenson, Bournemouth
0:04:00	John Lambregts, The Netherlands	0:09:11	Karl Jobst, Australia
0:04:19	Sebastian Pantrey, Goudhurst		
MOS EISLEY AND BEGGAR'S CANYON		0:04:01	Karl Jobst, Australia
0:01:36	Karl Jobst, Australia	0:04:15	Jason Lloyd Parsons, Anglesey
		0:05:00	Magnus Smith, Burra Isle
		0:05:54	John Brennan, Bicester
		0:07:50	Hans Lafeber, The Netherlands

1080° Snowboarding

Half Pipe Trick Attack		1:01:21	Adam Tucker, Great Yarmouth
147734	Adam Tucker, Great Yarmouth	1:02:73	Danny Dunn, New Leake
111339	Chris Webb, Abbeydale	1:03:03	Jon Burrows, Queensland
110389	Alan Dundas, Arbroath	1:03:06	Magnus Smith, Burra Isle
99226	Sarah Bishop, New Barnet	1:03:19	Chris Webb, Abbeydale
85852	Tim Smith, Prestatyn		
Crystal Lake Trick Attack		1:26:63	Adam Tucker, Great Yarmouth
124445	Chris Webb, Abbeydale	1:27:21	Danny Dunn, New Leake
110310	Adam Tucker, Great Yarmouth	1:27:78	Chris Webb, Abbeydale
104442	Tom Grigg, Alresford	1:28:40	Magnus Smith, Burra Isle
91937	Jon Burrows, Queensland	1:28:40	Jon Burrows, Queensland
90417	Ryan Stevenson, Aberystwyth	1:44:09	Andrea Earwicker, Wilts
Crystal Peak Trick Attack		1:18:57	Adam Tucker, Great Yarmouth
139506	Adam Tucker, Great Yarmouth	1:19:66	Chris Webb, Abbeydale
117429	Chris Webb, Abbeydale	1:19:82	Danny Dunn, New Leake
100885	Tom Cuthbert, Alresford	1:20:12	Jan-Erik Spangberg, Sweden
97291	Jon Burrows, Queensland	1:20:42	Jon Burrows, Queensland
89063	Ryan Stevenson, Aberystwyth	1:26:62	Andrea Earwicker, Wilts
Golden Forest Trick Attack		1:24:10	Adam Tucker, Great Yarmouth
123218	Adam Tucker, Great Yarmouth	1:25:76	Danny Dunn, New Leake
103902	Chris Webb, Abbeydale	1:26:52	Chris Webb, Abbeydale
91118	Jon Burrows, Queensland	1:26:92	Jon Burrows, Queensland
76876	Ryan Stevenson, Aberystwyth	1:27:25	Magnus Smith, Burra Isle
74732	Danny Dunn, New Leake		
Mountain Village Trick Attack		1:27:10	Adam Tucker, Great Yarmouth
154503	Adam Tucker, Great Yarmouth	1:30:15	Danny Dunn, New Leake
135769	Chris Webb, Abbeydale	1:30:28	Chris Webb, Abbeydale
132313	Adam Charlton, Huntingdon	1:30:51	Adam Charlton, Huntingdon
103773	Ryan Stevenson, Aberystwyth	1:31:14	Chris Atkins, Wokington
84669	Danny Dunn, New Leake		
Deadly Fall Trick Attack		1:06:84	Adam Tucker, Great Yarmouth
224498	Chris Webb, Abbeydale	1:07:94	Chris Webb, Abbeydale
142217	Adam Tucker, Great Yarmouth	1:08:21	Danny Dunn, New Leake
133069	Ross Toad, Arbroath	1:08:44	Magnus Smith, Burra Isle
124286	Ryan Stevenson, Aberystwyth	1:08:64	Jon Burrows, Queensland
89378	Josh Bilton, Chipperfield		
Dragon Cave Trick Attack		379302	Chris Webb, Abbeydale
143015	Chris Webb, Abbeydale	214377	Danny Dunn, New Leake
127294	Adam Tucker, Great Yarmouth	186274	Ryan Stevenson, Aberystwyth
94856	Ryan Stevenson, Aberystwyth	159195	Edward Nugent, Reading
84653	Richard Dunn, New Leake	146907	Chris Atkins, Wokington
62966	Kevin Seeney, Bury St Edmunds		
Air Make			
22100	Darren Harris, Birmingham		
21950	Tammy Harris, Birmingham		
21450	William Armstrong, Victoria		

Quake II

CENTRAL COMPLEX		INTELLIGENCE CENTRE	
1:45	Darren Harris, Birmingham	1:33	Darren Harris, Birmingham
1:51	Alexander Cook, Leeds	1:37	Alexander Cook, Leeds
1:56	Thomas Munn, Leicester	1:40	Thomas Munn, Leicester
COMMUNICATIONS CENTRE		STROGG OUTPOST	
0:47	Darren Harris, Birmingham	0:33	Darren Harris, Birmingham
0:58	Thomas Munn, Leicester	0:40	Alexander Cook, Leeds
0:59	Alexander Cook, Leeds	0:45	Thomas Munn, Leicester

Extreme G

CITY 1		2:02:88	Michael Williams, Exeter
1:45:65	Ian Lawlor, Churwell		
2:02:98	Jon Burrows, Queensland		
2:03:91	Sam Doyle, Glossop		
2:05:81	Michael Williams, Exeter		
2:08:73	Joe Young, Bickerton		
CITY 2			
3:07:66	Jon Burrows, Queensland		
CITY 3			
1:58:36	Jon Burrows, Queensland		
DESERT 1			
1:59:60	Ian Lawlor, Churwell		
2:00:95	Jon Burrows, Queensland		
DESERT 2			
1:54:70	Jon Burrows, Queensland		
DESERT 3			
2:27:18	Jon Burrows, Queensland		
SPACE STATION 1			
1:44:58	Ian Lawlor, Churwell		
2:06:30	Jon Burrows, Queensland		
SPACE STATION 2			
2:15:95	Jon Burrows, Queensland		
SPACE STATION 3			
2:49:41	Jon Burrows, Queensland		

TWINE

COURIER		Lowson, East Lothian	
1:59	Iain	MASQUERADE	
Lowson, East Lothian		3:15	Iain
KING'S RANSOM		Lowson, East Lothian	
2:07	Iain	CITY OF WALKWAYS	
Lowson, East Lothian		3:32	Iain
UNDERGROUND UPRISING		Lowson, East Lothian	
2:14	Iain	CITY OF WALKWAYS 2	
Lowson, East Lothian		3:20	Iain
MIDNIGHT DEPARTURE		Lowson, East Lothian	
3:02	Iain		

Diddy Kong Racing

ANCIENT LAKE

00:37:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

JUNGLE FALLS

00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:50:03 Stacy Needham, Bicester
00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jan Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

01:06:25 Stacy Needham, Bicester
01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seeney, Bury St Edmunds

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

01:12:31 Stacy Needham, Bicester
01:22:01 Jan-Erik Spangberg, Sweden
01:22:73 Kevin Seeney, Bury St Edmunds
01:23:25 Richard Dunn, New Leake
01:27:24 James Eyre, Leicester

HAUNTED WOODS

00:47:65 Stacy Needham, Bicester
00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:54:26 Darren Harris, Birmingham

FROSTY VILLAGE

01:10:96 Stacy Needham, Bicester
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham

EVERFROST PEAK

01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

SNOWBALL VALLEY

00:41:80 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seeney, Bury St Edmunds

WALRUS COVE

01:27:81 Stacy Needham, Bicester
01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

01:25:03 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden
01:57:26 Martin Hurley, St Helens

SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

STAR CITY

01:14:20 Stacy Needham, Bicester
01:29:36 Kevin Seeney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:31:26 Darren Harris, Birmingham
01:42:48 John Dick, Uddingston
01:50:07 Martin Hurley, St Helens

Goldeneye

FACILITY - 00 LEVEL

0:38 Arif Mollah, Lancashire
0:48 David Ryan, Derby
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchin, Australia

BELOMORYE DAM

0:47 Arif Mollah, Lancashire
0:50 William Peers, Stoke
0:52 David and Christopher Ryan, Derby
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent
0:53 Benjamin Long, Hants

FACILITY

0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:51 James Eyre, Leicester

RUNWAY

0:21 Arif Mollah, Lancashire
0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby

SURFACE 1

0:52 Arif Mollah, Lancashire
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:05 Benjamin Long, Hants
1:06 Luke Sutton, South Australia

BUNKER 1

0:16 Arif Mollah, Lancashire
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Karl Jobst, Australia

LAUNCH SILO

0:49 Arif Mollah, Lancashire
0:59 Benjamin Long, Hants
1:02 David Ryan, Derby
1:06 James Eyre, Leicester
1:07 William Peers, Stoke
1:08 Ben Kitchin, Australia
1:09 Luke Sutton, South Australia

FRIGATE

0:23 Arif Mollah, Lancashire
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

SURFACE 2

0:54 Arif Mollah, Lancashire
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

BUNKER 2

0:20 Arif Mollah, Lancashire
0:20 David Ryan, Derby
0:22 Benjamin Long, Hants
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

STATUE PARK

2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

Matthys ten Ham, The Netherlands

2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale

MILITARY ARCHIVES

0:16 Arif Mollah, Lancashire
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:16 William Peers, Stoke
0:17 Benjamin Long, Hants
0:17 Chris Stuart, Peterhead
0:17 Christopher Ryan, Derby

STREETS

1:08 Arif Mollah, Lancashire
1:00 Zak Brown, Australia
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands

DEPOT

0:22 Arif Mollah, Lancashire
0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland
0:22 Benjamin Long, Hants
0:23 Chris Stuart, Peterhead
0:23 Luke Sutton, South Australia

TRAIN

1:00 Benjamin Long, Hants
1:04 Arif Mollah, Lancashire
1:15 William Peers, Stoke
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

JUNGLE

1:02 Arif Mollah, Lancashire
1:02 Karl Jobst, Australia
1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands

CONTROL CENTRE

3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

WATER CAVERNS

1:00 Arif Mollah, Lancashire
1:02 Benjamin Long, Hants
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:07 Karl Jobst, Australia

CRADLE

0:39 Arif Mollah, Lancashire
0:40 Jon Burrows, Queensland
0:42 Karl Jobst, Australia
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone

AZTEC COMPLEX

1:06 William Peers, Stoke
1:07 Arif Mollah, Lancashire
1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:14 Benjamin Long, Hants
1:16 Jon Burrows, Queensland
1:18 James Eyre, Leicester

EGYPTIAN TEMPLE

0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands
0:56 Martin Hurley, St Helens

Donkey Kong 64

RAMBI ARENA

216 Sean Matthews, Paisley
228 Andrea Earwicker, Wilts
220 Tim Freeman, Wilts
216 Sean Matthews, Paisley
212 Kris Christopher, Maestey
202 James Eyre, Leicester
212 Kris Christopher, Maestey
202 James Eyre, Leicester
202 Chris Webb, Gloucester
198 Karl Jobst, Australia
191 Kristie Fawn, Sydneyham
188 David Bilett, Croydon

ENGUARDE ARENA

365 Sean Matthews, Paisley
345 Karl Jobst, Australia
260 Anthony Hooley, Breaston
260 Chris Webb, Gloucester
245 Karen line, Blackpool
JETPAC ARCADE GAME
811395
Kevin Lillie, Liverpool
661910 James Eyre, Leicester
655360 Jeffery Van der Aa, Netherlands
50650 Trent Green, Australia
31060 Anthony Hooley, Breaston
811395 pts, Kevin Lillie, Liverpool

Yoshi's Story

37500

37424

35998

35460

34956

33701

32112

Anthony Hooley, Breaston
Danny Dunn, New Leake
Richard Dunn, Boston
Bonny Qvistorff, Copenhagen
David Park, Hebburn
Andy Murray, Bournemouth
Martin Hurley, St Helens

Tetrisphere

RESCUE

913530600

259549700

145032800

82047300

78621700

John Lambregts, The Netherlands
Joel Smith, Springwood, Australia
Jay Scott, Fort-William
Gavin Brennan, Claremorris
Barbet Koolmees, Holland

Perfect Dark

DATA DYNE CENTRAL

0:36 Arif Mollah, Lancashire
0:38 John Potter, Essex
0:43 Jon Burrows, Queensland
0:46 Benjamin Long, Hants

DATA DYNE RESEARCH

1:36 Arif Mollah, Lancashire
1:38 John Potter, Essex
2:08 Jon Burrows, Queensland

DATA DYNE CENTRAL

1:24 Arif Mollah, Lancashire
1:25 John Potter, Essex
1:40 Jon Burrows, Queensland

CARRINGTON VILLA

1:24 Arif Mollah, Lancashire
1:24 John Potter, Essex
1:36 Jon Burrows, Queensland

CHICAGO

0:19 John Potter, Essex
0:20 Arif Mollah, Lancashire
1:28 Jon Burrows, Queensland

G5 BUILDING

1:03 John Potter, Essex
1:06 Arif Mollah, Lancashire
2:39 Jon Burrows, Queensland

AREA 51: INFILTRATION

1:28 John Potter, Essex
1:41 Arif Mollah, Lancashire
1:58 Jon Burrows, Queensland

AREA 51: RESCUE

1:50 John Potter, Essex
1:54 Arif Mollah, Lancashire
2:53 Jon Burrows, Queensland

AREA 51: ESCAPE

1:50 Jon Burrows, Queensland
2:59 Arif Mollah, Lancashire
3:02 John Potter, Essex

AIR BASE

1:31 John Potter, Essex
1:46 Arif Mollah, Lancashire
1:50 Jon Burrows, Queensland

AIR FORCE ONE

1:03 John Potter, Essex
1:06 Arif Mollah, Lancashire
1:37 Benjamin Long, Hants
2:10 Jon Burrows, Queensland

CRASH SITE

1:59 John Potter, Essex
1:54 Arif Mollah, Lancashire
2:11 Jon Burrows, Queensland

PELAGIC 2

1:18 John Potter, Essex
1:28 Arif Mollah, Lancashire
2:10 Jon Burrows, Queensland

DEEP SEA

4:01 Arif Mollah, Lancashire
5:27 Jon Burrows, Queensland

CARRINGTON INSTITUTE

1:04 John Potter, Essex
1:06 Arif Mollah, Lancashire
1:26 Jon Burrows, Queensland

ATTACK SHIP

2:52 John Potter, Essex
2:59 Arif Mollah, Lancashire
3:48 Jon Burrows, Queensland

SKEEDAR RUINS

1:48 Arif Mollah, Lancashire
2:03 John Potter, Essex
2:53 Jon Burrows, Queensland

MR B'S REVENGE

1:57 Arif Mollah, Lancashire
1:58 Jon Burrows, Queensland
2:00 John Potter, Essex

MAIAN SOS

2:02 John Potter, Essex
2:32 Arif Mollah, Lancashire
2:45 Jon Burrows, Queensland

WAR

0:31 John Potter, Essex
0:36 Arif Mollah, Lancashire

THE DUEL

0:03 John Potter, Essex
0:04 Arif Mollah, Lancashire
0:04 Jon Burrows, Queensland
0:04 Benjamin Long, Hants

Star Wars: Episode One Racer

ANDO PRIME CENTRUM

2:28:336 David Scott, Newry
3:03:510 Tim Hughes, West Sussex
3:04:033 Stephen Hill, Kent
3:33:629 Darren Harris, Birmingham
3:33:500 Chris Perry, Cambridge

BEEDO'S WILD RIDE

3:06:411 Stephen Hill, Kent
3:34:998 Darren Harris, Birmingham
3:35:652 Chris Perry, Cambridge
3:49:292 Julian Scott, Newry

BOONTA TRAINING COURSE

1:08:575 Julian Scott, Newry
1:50:993 Richard Lewis, Surrey
1:53:644 Darren Harris, Birmingham
1:53:851 Luke Sutton, South Australia
1:54:023 Chris Perry, Cambridge

EXECUTIONER

4:39:014 Stephen Hill, Kent
4:48:130 Tim Hughes, West Sussex
5:00:653 Darren Harris, Birmingham
5:01:034 Chris Perry, Cambridge
5:04:442 Julian Scott, Newry

MALASTARE 100

2:01:442 Tim Hughes, West Sussex
2:03:049 Stephen Hill, Kent
2:14:014 Darren Harris, Birmingham
2:23:537 Julian Scott, Newry
2:25:364 Chris Perry, Cambridge

MON GAZZA SPEEDWAY

0:23:073 Julian Scott, Newry
0:47:409 Stephen Hill, Kent
0:48:878 Richard Lewis, Surrey
0:51:297 Darren Harris, Birmingham
0:55:894 Chris Perry, Cambridge

SCRAPPER'S RUN

2:21:423 Richard Lewis, Surrey
2:26:855 Darren Harris, Birmingham
2:26:906 Julian Scott, Newry
2:27:602 Chris Perry, Cambridge

VENGEANCE

4:05:078 Julian Scott, Newry
4:05:716 Tim Hughes, West Sussex
4:18:857 Darren Harris, Birmingham
4:22:203 Chris Perry, Cambridge

ABYSS

3:43:245 David Scott, Newry

THE GAUNTLET

6:07:653 David Scott, Newry

GRAPEVINE GATEWAY

4:05:972 David Scott, Newry

SEBULA'S LEGACY

2:40:818 Julian Scott, Newry

DUG DERBY

2:17:161 Julian Scott, Newry

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeney, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge
1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeney, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeney, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Mario Kart 64

LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:46:78 Ben Kitchin, Australia
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

01:17:32 Arif Mollah, Lancashire
01:16:55 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alveston

KOOPA TROOPA BEACH

01:23:12 Arif Mollah
01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:25:72 Ben Kitchin, Australia
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle

WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:16 Ben Kitchin, Australia
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake

CHOCO MOUNTAIN

00:46:08 Jeffery Van der Aa, Netherlands
00:57:96 James Eyre, Leicester
01:00:56 Richard Dunn, New Leake
01:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands
01:26:99 Ben Kitchin, Australia
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland

KALAMARI DESERT

00:44:39 Arif Mollah, Lancashire
00:50:70 Jeffery Van der Aa, Netherlands
00:52:47 Ben Kitchin, Australia

01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

RAINBOW ROAD

03:08:87 Ben Kitchin, Australia
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:13:51 James Eyre, Leicestershire

BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands
00:55:24 Ben Kitchin, Australia
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:41:49 Martin Hurley, St Helens

SHERBET LAND

00:59:59 Arif Mollah, Lancashire
00:58:05 Ben Kitchin, Australia
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:51:69 James Eyre, Donington Le Heath
01:56:16 Martin Hurley, St Helens
02:04:12 Craig Bartlett, Bournemouth

BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:24:12 Ben Kitchin, Australia
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:21:22 Martin Hurley, St Helens
02:34:16 John Bailey, Stevenage

TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alveston
01:51:22 Martin Hurley, St Helens
02:21:22 Martin Hurley, St Helens

Banjo-Kazooie

SPIRAL MOUNTAIN

00:20:01 Jon Burrows, Queensland
00:20:10 Andrew Shirley, Chester
00:20:25 Niall Hickey, County Waterford
00:20:44 Darren Harris, Birmingham
00:20:58 Michael Ilioski, Australia
00:30:31 Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

00:04:44 Jon Burrows, Queensland
00:05:28 Kevin Seeney, Bury St Edmunds
00:06:30 Danny Dunn, New Leake
00:06:40 Jan-Erik Spangberg, Sweden
00:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

00:08:29 Jon Burrows, Queensland
00:10:50 Jan-Erik Spangberg, Sweden
01:10:06 Richard Dunn, Boston
01:12:01 Niall Hickey, County Waterford
01:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

00:10:45 Jon Burrows, Queensland
01:14:09 Andrew Shirley, Chester
01:14:15 Jan-Erik Spangberg, Sweden
01:15:48 Kevin Seeney, Bury St Edmunds
01:18:16 Niall Hickey, County Waterford
02:06:09 Ingvar Gunnarsson, Iceland

BUBBLEGOOP SWAMP

01:14:07 Jon Burrows, Queensland
01:15:02 Kevin Seeney, Bury St Edmunds
01:15:19 Jan-Erik Spangberg, Sweden
01:18:07 Niall Hickey, County Waterford
01:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN

00:08:31 Jon Burrows, Queensland

00:08:47 Kevin Seeney, Bury St Edmunds
00:09:16 Jan-Erik Spangberg, Sweden
01:11:36 Niall Hickey, County Waterford
01:12:21 Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

02:00:52 Jon Burrows, Queensland
03:32:25 Jan-Erik Spangberg, Sweden
04:02:05 Niall Hickey, County Waterford
04:34:46 Kevin Seeney, Bury St Edmunds

RUSTY BUCKET BAY

01:12:18 Jon Burrows, Queensland
01:13:30 Kevin Seeney, Bury St Edmunds
01:16:14 Jan-Erik Spangberg, Sweden
01:16:47 Niall Hickey, County Waterford
02:28:38 Ingvar Gunnarsson, Iceland

FREEZEZEY PEAK

01:13:19 Jon Burrows, Queensland
01:13:34 Kevin Seeney, Bury St Edmunds
01:15:25 Jan-Erik Spangberg, Sweden
01:19:40 Richard Dunn, Boston
01:19:42 Darren Harris, Birmingham

GObi's VALLEY

01:11:25 Jon Burrows, Queensland
01:12:44 Jan-Erik Spangberg, Sweden
01:14:44 Kevin Seeney, Bury St Edmunds
01:15:58 Jan-Erik Spangberg, Sweden
01:16:44 Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

GRUNTILDA'S LAIR

00:46:46 Michael Ilioski, Victoria

Monster Truck Madness

GRAVEYARD

3:19 Stephen Davies, Manchester

RUINS

2:59 Stephen Davies, Manchester

JUNKYARD

3:40 Stephen Davies, Manchester

THE HEIGHTS

7:07 Stephen Davies, Manchester

VOODOO ISLAND

6:04 Stephen Davies, Manchester

GREENHILL PASS

4:50 Stephen Davies, Manchester



Micro Machines

THE MAIN COURSE

00:11:00 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND BURN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:07:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:44 Karl Jobst, Australia
00:45 Arif Mollah, Rochdale
00:50 Andrew Shirley, Chester
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
03:45 Andrew Shirley, Chester
03:58 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

THE JADE MOON

01:02 Richard Dunn, New Leake
01:12 Andrew Shirley, Chester
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:30 Karl Jobst, Australia

DEFLECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:10 Andrew Shirley, Chester
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
03:42 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

0:24 Richard Dunn, New Leake
0:24 Jan-Erik Spangberg, Sweden
0:24 Karl Jobst, Australia

0:29 Jon Burrows, Queensland
0:34 John Brennan, Bicester

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
08:52 Karl Jobst, Australia

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FOST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
04:57 Karl Jobst, Australia
05:02 Jon Burrows, Queensland
05:05 Jan-Erik Spangberg, Sweden
05:10 Arif Mollah, Rochdale

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:45 Karl Jobst, Australia

MOFF SEERDON'S REVENGE

02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:27 Karl Jobst, Australia
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:53 Karl Jobst, Australia
01:56 Jan-Erik Spangberg, Sweden
01:58 Arif Mollah, Rochdale

Scorezone Challenge!

We're looking for the fastest times possible on the following games, it's that simple...

The World is not Enough

Quack Attack

Or what about highest

scores/fastest knockouts on...

Tom and Jerry: Fists of Fury

Pokémon Snap

We've yet to add a few of these titles to

Scorezone, so who wants to be the first?

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone

gaming champion who picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

64 SOLUTIONS CHEATS HOTLINE

0906 4664493

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z.

However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this...

The 64 SOLUTIONS Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

Open 8am to 11pm.

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

Complete Money Back Guarantee

If you aren't totally satisfied with the solution given to you by our hotline staff, then immediately fax us your complaint on 01753 755930 to get a full refund - because if you ain't happy, we ain't happy!



A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.*

AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

J-Arm

Gives extra turbos

Ika-Chu

gives double jumps

Father

gives longer air time

J-B

press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B immediately after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

ARMORINES: PROJECT SWARM

Cheat codes

Enter the following codes on the cheats screen for the resulting effects.

Goldenpie

unlocks all cheats

Skippy

accesses all levels

Godly

reveals God mode

Loaded

unlocks all weapons

Sorted

gives you infinite ammunition

Pen and Ink mode

To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.

Fast Running

To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Enter any of the following codes at the password screen.

ALCHR	All Multiplayers:
VRCLN	All Weapons:
NSRLS	Weird Colours:
CLSRMN	Invincibility:
MMRTL	Invincibility:

DNLVSKSF	Giant Mode:
IVNLRG	Infinite Continues:
CNTN	Full Ammo:
MMLVSRM	Level Select:
DNSTHMN	Mini Mode:
DRVLVSM	Debug Info:
PLYHVR	Play as Hoover:
GRNGRLRX	Play as Vikki:
TNSLDRS	Play as a Tin Soldier:

ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform	TNMN
------------------	------

Level	Passwords
2 (Bridge)	FLNGDWN
3 (Fridge)	GTMLK
4 (Freezer)	CHLLBB
5 (Inside Wall)	CLSNNG
6 (Graveyard)	DGTHS
7 (Castle)	FRKNKSTN
8 (Tan Base)	BDBZ
9 (Revenge)	LBBCK
10 (Desk)	DSKJB
11 (Bed)	GTSLP
12 (Blue Town)	SMLLVLL
13 (Cashier)	CHRG
14 (Train)	NTBRT
15 (Rockets)	RDGLR
16 (Pool Table)	FSTNLS
17 (PinBall Table)	WHSWZRD

AEROFIGHTERS ASSAULT

Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane

On the opening title screen enter the following code:
C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS

On the title screen enter R, A, Z, R, C Right, A, B to enable the hidden credits option.

Alien Team and Stadium

On the 'enter cheats' screen, enter the code: ATEMYBUK

Beachball Baseball

On the 'enter cheats' screen, enter the code: BBNSTRDS

Big Everything

On the 'enter cheats' screen, enter the code: GOTHILUM

Broken Bats

On the 'enter cheats' screen, enter the code: BRKNBAT

Fat or Skinny Players

On the 'enter cheats' screen, enter the code: ABBTNCSTLO

Fireball

On the 'enter cheats' screen, enter the code: GRTBLSFSDT

Paper Players

On the 'enter cheats' screen, enter the code: PRPPAPLYR

AUTOMOBILI LAMBORGHINI

Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

HIDDEN CARS

Bugatti EB110
Finish championship mode on novice

Ferrari F50
Finish championship mode on expert.

Ferrari Testarossa
Finish the basic arcade mode on expert level.

Porsche 959
Finish the basic arcade mode on expert level.

Vector
Finish the pro arcade mode on novice

Dodge Viper
Finish the pro arcade mode on expert

BANJO-TOOIE

Cheato's Pages!

We figure that you could hunt for these codes and earn them like a proper little gamer, or if you want, we can give you a few now!

To enter these codes enter CHEATO in the grid, and then follow on by putting the rest of the code in backwards! (Remember, if you haven't found these codes, you will have to enter them in backwards.)

CHEATO SREHTAEF (FEATHERS)

Gives you Double Feathers.

CHEATO SGGE (EGGS)

Gives you Double Eggs.

CHEATO FOORPLAF (FALLPROOF)

After falling from a great height, this code will stop you losing any energy!

CHEATO KCABYENO (HONEYBACK)

Energy bar will slowly recharge.

CHEATO XOBKUJ (JUKEBOX)

Listen to any tune in the game as this code gets the Juke Box working properly in Jolly's Bar.(Level 4 – Jolly Roger's Lagoon).

CHEATO YGGIJTEG (GETJIGGY)

This reveals the information on the signposts in JiggyWiggys Temple. Alternatively, keep entering Madam Grunty's Fortune Telling Tent in WitchyWorld repeatedly until the code is given to you!

The following cheats can't be earned and have to be preceded by CHEATO for them to work. Note that they do not have to be entered backwards!

CHEATO SUPERBANJO

Gives Banjo that little extra bit of speed he needs.

CHEATO SUPERBADDY

Makes all the enemies run just as fast as Superbanjo.

CHEATO HONEYKING

Allows you infinite energy and air.

CHEATO NESTKING

Gives you infinite eggs and feathers.

CHEATO JIGGYWIGGYSPECIAL

This unlocks all the levels without you having to collect all the jiggys.

CHEATO HOMING

This code can only be accessed when you have found the egg and gained the appropriate skill. You cannot enter it with the CHEATO code. This code gives you the homing eggs that lock on to enemies. The mystery blue egg that you need can be found behind the waterfall in Spiral Mountain. Take the egg back to Heggy in her egg shack and wait for it to hatch!

CHEATO PLAYITAGAINSON

Enter this code to unlock all the movies, intros for bosses and mini-games. It also unlocks the secret video you get from collecting all of the 90 jiggies!

BANJO-KAZOOIE

Bottle's puzzles in Banjo's house give you special codes if you complete all seven of his challenges. Once you've completed the challenges, enter these codes at the castle in Treasure Trove Cove to get the cheat – the catch is: if you don't complete the puzzle, you can't use the code! Note: Enter NOBONUS to cancel the code.

Puzzle	Code	Effect
Puzzle 1	BOTTLESBONUSONE	Big Head
Puzzle 2	BOTTLESBONUSTWO	Big Arms and Legs
Puzzle 3	BOTTLESBONUSTHREE	Small Head and Tall Body
Puzzle 4	BOTTLESBONUSFOUR	Kazooie has Big Head and Wings
Puzzle 5	BOTTLESBONUSTHREE	Big Heads and Feet
Puzzle 6	BIGBOTTLESBONUS	A combination of the above
Puzzle 7	WISHYWASHYBANJO	Turns Banjo into Washer (Kazooie turns invisible)

BATTLETANX

All Gangs in Campaign Mode
Enter LTSLSGNGS as a password
Storm Ravens Gang
Enter WMNRSMRTR for the all-women Storm Ravens Gang

MSTSRV Invincibility

LVFRVR Infinite Lives

PLVRZM All Weapons

LTSFBLTS Infinite Ammo

CRSTLCRL Invisibility

FRGZ Frog Mode

TDZ Toad Gang

CDPLT Run Story Mode

CNCTHRTM Psychedelic View

HVRL Spinning View

Suicide Hold Down all the C buttons together

BATTLETANX: GLOBAL ASSAULT

Custom Gangs

To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu

Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

Cheat Codes

On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDLR

Unlock all weapons

WRDRB

Boat Assault Bonus Level

NNKNHCKS

Unlock Brandon's Gang

TRDDYBRRRKS

Unlock Custom Gang

HPHYHPHY

Invincibility

BoDYS

Access all levels

Special Power Ups

Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLNG Brandon

NSTYGR Cassandra

BCKDR Level Select

THRTN Unlock All Tanx

SRTHMB Unlock All Weapons:

BIO FREAKS

ONE HIT FATALITIES

Minatek

Move in and press:

Towards, Away, C Left + C Down

Zipperhead

Towards, Away, Away + C Right
The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Play as TT

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two-player adventure mode will be activated.

DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF

No bananas on track

BYEBYEBALLOONS

No balloons (ie: weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANA

Bananas reduce speed instead of boosting it.

BODYARMOR

All balloons are yellow shield balloons.

ROCKETFUEL

All balloons are blue boost balloons.

BOMBSAWAY

All balloons are red rocket balloons.

OPPOSITESATTRACT

All balloons are magnetic rainbow balloons.

TOXICOFFENDER

All balloons are green drop behind balloons.

ARNOLD

Larger characters.

TEENYWEENIES

Smaller characters.

OFFROAD

Four wheel drive for more speed on rough terrain.

BLABBERMOUTH

Instead of a horn, the characters will babble incoherently.

JUKEBOX

Music menu.

WHODIDTHIS

View credits without having to complete the game.

DOOM 64

?TJL BDFW BFGV JVV8

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press:

Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press:

R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press:

R, C, Right, R, L, R, R, Left

No Monsters

Enable cheat menu, press:

L, C Up, L, C, Down, Right, Left, Right. A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C

Down, Right, Up, Left, C Up

It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now quickly hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DEBUG Mode

When 'Press Start' appears at the opening screen, press C Up, Up, C Left, Right, C Down, Down, C Right, Right, A, B, and if all this button-bashing works, you should hear a sound. A cheats menu will be available but none of the options will be switched on (unless they were previously active or earned). When you start or reload a game, text will appear in the upper-left hand corner of the screen. Press Start on controller two to cycle through the list of options, such as invincibility, all weapons, all keys and also a level warp, even if you haven't completed whatever level you are currently on. Use the buttons noted below to change certain values, such as cloud colour. Note: Debug mode does not save on the controller pak like the other cheats.

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the hidden cheat menu and enter one of the following codes to gain the desired effect:

YADAYADA	Mirror mode
MIDNIGHT	Night mode
TRICKSTER	All stunts
PATWELLS	Beat This! mode
PINHEAD	Small Head Mode
BLAHBLAH	Big Head Mode
SHOWOFF	Stunt Mode

INVISRIDER No Riders on Bikes

Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through every single one of the stunts!

Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password

On password screen enter 81GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen: nitroid

Rock Race Mode

Enter on Name selection screen:

roller

Extreme Speed

Enter on name selection screen:

xtreme

Fisheye lens

On name selection screen:

fisheye

Upside down Mode

On name selection screen: antigrav

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a handy shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

Hidden Werewolf

Select Pierre as your character then mid-fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

Unlock Ushi

To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

All Guns

L and R And Down, L and C Left, L and C Right, L and R and C Left, L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invincibility In Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and Up, L and R and C Down.

Cheat Menu Codes:

Enter on the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L

and R and Left, L, and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility

L and R and C Up, R and C Left, L and Left, R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

Runway

L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, R and Right, L and Down, R and C Left.

Surface 1

R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L and U, R and C Down, L and Right, L and C Right, L and R and Down.

Bunker 1

L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

Silo

L and up, R and C Down, L and Left R



and Down, L and C Left, L and R and C Right, L and C Up, R and Right, R and Right, R and C Right.

Frigate

R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, L and Up, L and R and C Down, R and C Up.

Surface 2

L and C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, L and C Up, L and R and Down, L and C Right.

Bunker 2

L and Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

Statue

L and R and C Down, L and R and C Down, L and Right, L and R and Left, R and Left, R and C Right, L and R and Left, R and C Up, R and C Down, R and Right.

Archives

R and Left, L and R and Up, L and R and C Down, R and Left, L and R and C Right, L and Left, L and R and Right, L and R and C Down, L and Up, R and C Down.

Streets

L and R and C Left, L and C Right, L and Up, L and R and C Down, R and C Right, R and C Down, R and Left, R and C Down, R and C Up, L and Down.

Depot

L and Down, L and Down, R and C Down, L and C Right, L and R and Right, R and C Right, L and Down, L and C Left, L and C Right, L and Up.

Train

R and Left, R and C Down, R and C Right, L and R and Left, L and Right, R and C Down, L and Left, L and R and C Left, L and Up, L and C Up.

Jungle

R and C Down, R and Left, L and R and Up, R and Right, R and Down, R and Down, R and Up, R and C Left, R and C Up, L and R and Left.

Control Centre

L and C Down, R and Down, L and Right, R and C Right, R and C Down, R and Left, R and Left, R and C Up, R and Left, L and R and C Up.

Caverns

L and Down, R and C Down, L and R and Up, L and Right, R and C Up, R and C Left, R and Up, L and C Left, L and Up, R and C Left.

Cradle

L and R and C Up, L and Left, R and Down, L and Down, L and C Up, L and Down, R and Right, R and C Up, L and C Left, R and Right.

CHEAT MENU CODES:

enter on the cheat menu screen:

Paintball Mode

L and Up, C Up, R and Right, L and R and C Left, L and Up, R and C Down, L and C Down, L and R and C Down, L and R and Up, L and C Down

Invisible Bond

L and R and C Left, L and R and C Down, L and C Left, R and C Left, R and Right, L and R and Left, L and Right, Left, L and R and C Left, L and Down.

Tiny Bond

L and R and Down, R and Down, L and C Down, Left, R and C Left, L and R and C Down, Right, Down, R and C Down, R and Right.

Enemy Rockets

L and R and C Down, C Left, R and C Down, C Down, C Down, LK and R and C Down, L and R and Up, C Down, R and Up, L and Up.

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and Left, L and Right, L and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

L and Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver Pp7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold Pp7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

HARVEST MOON 64

Running a farm is not an easy job. Especially in real life, let alone in a videogame such as Harvest Moon! To make things that little bit simpler for you, here are a few tips to make the job as easy as possible!

Chickens

Using the staircase, place all of your chickens on the roof. Somehow, they will manage to get fed without you having to do anything. Another plus point is that they still lay their eggs!

Easy Medals

To win medals in the horse race you need to save the game the day before the race and then place a bet on any old horse (go on, spend all of your money!) Once you have discovered who won the race, restart the game from the beginning of that day! Now you should be able to foresee who the winner is and collect all those lovely medals!

How to get rid of your dog

If you are a bit sad and for some reason want to get rid of your pet dog, then bring it into the bathroom. Once inside, place the dog on the floor and it should walk into a black area (a hole?) Even though you shout, it won't come back. How sad!

How to get the empty bottle

Unless you find an alcoholic in the game, the only other way to find an empty bottle is from a guy called Rick. During the festivals in the town square (most notably the Flower Festival) you can collect this bottle and then proceed to keep medicines or liquids in it!

Make Ann fall in love with you

This is a sure-fire way to get the girl! Ann likes to chat so to worm your way into her heart you'll need to chat to her as often as possible. She likes things like wool, catmint flowers and also animals. This means you should bring her these things and especially show her your pet! One last thing, she loves cake!

How to make Elli fall in love with you

If Elli is more your type then woo her with fish, eggs and milk, and if you give it to her every day (you know what I meant!) she'll soon fall in love. NOTE: If you marry Elli, then her Grandmother won't die during the festival. She also won't die if you ignore her on this very same day!

INTERNATIONAL SUPERSTAR SOCCER '98

Make sure you stay on the ball in the prequel to ISS 2000 with these net-busting cheats.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down, Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

JET FORCE GEMINI

The cheats have to be opened under the options menu and can be switched off and on



once you have unlocked them. The following three cheats are awarded for collecting all those lovely ant heads:

Rainbow Blood Cheat

Requirements: Collect 100 ant heads.

Jet Force Kids Cheat

Requirements: Collect 200 ant heads.

Ants Into Pants

Requirements: Collect 300 ant heads.

Kill the Fish

If you really have to kill this fish you can with this simple method! You'll need to use some mighty big explosives, the cluster bombs or grenades should do, and chuck them into the pond.

Secret Flamethrower Ammo

When your flamethrower is running on empty search for some lanterns carried by Tribals! If you shoot at the Tribals, they'll drop these lanterns and you can then pick them up and use them to power the flamethrower!

Selective Ammo

To collect ammo for a gun that has none, select the weapon you want to refill and collect weapons from the dead. When collecting these objects, it will automatically supply your gun with the necessary ammo needed.

MACE: THE DARK AGE

To play Two Player Practice Mode

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete on their

home stage and then select the character you want to fight and begin the action.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want to use.

Fight as Pojo The Chicken

Successfully perform Taria's execution. The begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Demios then move along to Xios Long and press Quick to play as a janitor.

Head Swap

On the character selection screen, press start on each of the following characters in turn to access this bizarre cheat; Al-Rashid, Takeeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers.

On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costumes, hold down any one of the C Buttons whilst selecting the fighter and then press Evade quickly

followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head

Ragnar, Al Rashid, Takeshi

Random Opponent

Hell Knight, Xiao Long, Dregan, Namira

Tiny Players

Takeshi, Al Rashid, Rangar, Xiao Long

Speed Mode

Ichiro, Xiao Long, Koyasha

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi

San Francisco Rush

Xiao Long, Al Rashid, Koyasha Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long

Koyasha, Executioner, Lord Demios, Xiao Long

Machu Pichu

Namira, Koyasha, Taria

MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board, when the scores are added up, you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car Derby 2" on mini-game island. You can then play Bumper Ball Maze 1 in the mini-game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini-game island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third Bumper Ball course.

Bowser's Magma Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items in Shop

Complete the Eternal Star stage and after the end sequence has disappeared, special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Sunny

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny.

Harry

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once you've got Mario. Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes correctly to open up the desired courses:

Camp Hyrule Cup 1

5VW68906

Camp Hyrule Cup 2

KPXWN9N3

Nintendo Power Tournament

FJQ49LJA

Nintendo Power Summer Scramble Faster Animation

To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Metal Mario

Get 108 birdie badges in tournament mode

Sonny

Beat him in 'Get Character' mode

Maple

Get 50 birdie badges in tournament mode

MICKEY'S SPEEDWAY USA

Unlock Louie

If you manage to come first in the first three tracks, on Intermediate

Level, then that lovely Louie will be yours!

Unlock Victory Vehicles Circuit

If you'd like to unlock the Victory Vehicles circuits (which consists of Yellowstone, Washington D.C., Malibu and the Everglades) then win three circuits set on Professional level.

MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down

Slow CPU cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down- Quit race and win (doesn't work in time trial). Hold Z and press Up, Down, Left and Right- Change camera angle. Hold Z and press L or R- Change camera zoom Hold Z and press C Left- Turns the player into an automated computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better." (all entered on mission select screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Kid Mode

C Down, C Up, R, C Left, Z

9MM Pistol

R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left

MORTAL KOMBAT TRILOGY

Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.





Play as Kameleo

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleo!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words "freplay" will appear in the remaining Credits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus G alaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue ? Menus

During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.



Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum damage and disabled throws
111 111	Free weapon
123 123	No Power
222 222	Random weapons
321 321	Big head mode
333 333	Random kombat
444 444	Armed & dangerous
555 555	Many weapons
666 666	Silent kombat

MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit

the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them—once this is over, you can press R on the level select screen to get 12 more levels.

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.

Remove Opposing Goalie

Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you're controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

NFL BLITZ 2001

Hidden players

To access the new characters choose the "Enter Name For Record Keeping" option and enter one of these player names and PIN numbers and these faces will be yours!

Name	PIN	Player
ALIEN	1111	
AOB	1111	
AUBREY	7777	
AZPOD	4777	
BRAIN	1111	Brain with eyes
CALEB	0996	
CARLTN	1111	Headless player
CURTIS	1111	Rat mascot
DANIEL	0604	Dan Thompson
DAVID	3333	
EDDIE	3333	
FORDEN	1111	Dan Forden
FRANZ	1010	
GENTIL	1111	Jim Gentile
GRINCH	0222	Punk with spikes
GUIDO	2222	
GUMBY	8698	
JAPPLE	6666	Jeff Johnson
JASON	3141	Jason Skiles
JEFF	1111	
JENIFR	3333	Jennifer Hedrick
JOVE	6644	
LEX	7777	
LUIS	3333	Luis Mangubat
MXV	1014	
NATHAN	0515	
RAIDEN	3691	Raiden from Mortal Kombat
RALPH	1111	Wolf mascot
RANDU	6666	
ROOT	6000	John Root
SAL	0201	Sal Divita
SAD	1111	Sad face
SKULL	1111	Skull
SMILE	1111	Smiley face
WHODAT	1844	

The following PIN codes might look blurred when played on Big Head Mode

ALEC	1197	"Scream" mask
BOXER	2111	Boxer with corn-row hair
DINO	1111	Stegosaur head
MOOSE	1111	Moose head
PIRATE	1111	Pirate
PUNKR	1221	Punk with red mohawk
PUNKB	2112	Punk with blue mohawk
SHINOK	8337	Demon Shinok from Mortal
Kombat SHRUNK head	6666	Shrunk
THUG burglar	1111	Cartoon
TREX	1111	T-Rex head
TURMEL	0322	John
Turmell		



NUCLEAR STRIKE

If the guide isn't enough to help you save the world, you could always try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL

Increased armour

CPPLM

Invincibility

OFF ROAD CHALLENGE

Four extra trucks

(All cheats are accessed on vehicle selection screen)

Punisher Truck

Tap C Down

4x4 Monster Truck

Tap C Up

Thunderbolt Truck

Tap C Left

Crusher Truck

Tap C Right

El Cajon Track

to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

Quick Start

To get a boost at the start of the race hit the gas as soon as the announcer says "Go!"

OGRE BATTLE 64

Music test

Start a new game and enter the case-sensitive name MUSIC_ON.

Delete saved game files

Start a new game and enter the case-sensitive name DEL_DATA.

PERFECT DARK

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P90.

POKÉMON PUZZLE LEAGUE

Badges

To collect the following badges you must defeat the following characters:

Brock

Boulder Badge

Misty

Cascade Badge

Lt. Surge

Thunder Badge

Koga

Sould Badge

Erika

Rainbow Badge

Sabrina

Marsh Badge

Blaine

Volcano Badge

Giovanni

Earth Badge

Medals

Defeat these characters to collect the Elite medals.
Ritchie
Lorelei
Bruno

Very Hard (V-Hard) Difficulty

Setting

Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting

To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super

Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo

If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon

On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers

Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those trainers marked by a ? will be revealed.

Unlock Class 2 and 3 at Puzzle University

Hold Z and press A, B, R Button, A, A, B, R Button, A at the title screen.

Jigglypuff

To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

TRAINERS AND THEIR POKÉMON!

Ash

Pikachu
Squirtle
Bulbasaur

Brock

Geodude
Vulpix
Zubat

Lt. Surge

Raichu
Joltion
Magnetron

Koga

Venomoth
Voltorb
Golbat

Team Rocket

Weezing
Arbok
Golbat

Ritchie

Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Bruno

Onix
Hitmonchan
Primeape

Blaine

Arcanine
Charmeleon
Magamar

Gary

Nidoran
Growlithe
Krabby

Misty

Horsea
Psyduck
Staryu

Erika

Tangelo
Weepinbell
Gloom

Sabrina

Abro

Hypno
Alakazam

Giovanni
Persian
Sandlash
Nidoking

Lorelei
Cloyster
Poliwhirl
Dewgong

Tracey
Marill
Venonat
Scyther

PUYO PUYO SUN 64

Elephant Mode

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three seconds.

Play as Carbuncle

On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode

This cheat gives you access to level warp, weapons and God mode. On the password screen type: QQQQ QQQQ QQQQ QQQQ. You will then receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS

Central Complex

6)BB NVJB B5BR XBF5

Intelligence Centre

1KLS ?VDH B8BT FLXM

Communication Centre

ZKLT QN?G 90B? YCH6

Orbital Defence

VK3K 1MBG T8B7 DCBK

Docking station

WK3C CW3B 99BB XBGH

Strogg Fighter

TK7F BDGT FCJP YF6G

Cargo Bay

ST6T 7MXR 9V10 JVR9

Zaxite Mines

R78R DPDL 6HJX 9VG6

Storage Facility

Q8?H GNVG PF1L ?BPC

Organic Storage

P64Y Q6RS T71K ?LW8

Processing Centre

N4R3 7T82 VWQW ZG?V

Geothermal Station

MGO4 9QMG Y40V LQKY

Detention Centre

L68g GR4B 70VB JMGM

Research Lab

K6?Y X766 T6ZK 994R

Bio Waste Treatment

J6?4 7SLM YR72 QDSB

Access conduits

H6?W 39XL P4Z1 7XBC

Decent to the core

G46V MQZ2 V6FK NK9W

Common Core

F46V RQZ2 VYSH SK7N

Secret Level: Twist

FBBC VB8B FBBC VBF7

Multilevel passwords

Change Level Colours

S3TC 0oLC 0LoR S???

Infinite Ammunition

S3TL NF1N 1T3S HOTS

Low Gravity

S3TL 0WRG V1TY

RAINBOW SIX

Recruit Passwords

Level 2	12D1S2Q22MQQ
Level 3	BJDBC3Q22WQQ
Level 4	BZDBSMQZ2IQQ
Level 5	CJTCCQ2FQSQ
Level 6	K2TK65Q2F4SQ
Level 7	T2TT68QGFQWQ
Level 8	5JR5L1QG6G5Q
Level 9	52T572Q4G4SQ
Level 10	VJVVJQGGWSQ
Level 12	VZRTMQ2G8SQ

Veteran Passwords

Level 2	1ZL1S2RF2MQQ
Level 3	BJJBC3RF25QQ
Level 4	BZJB5MRFF28RQ
Level 5	CZBC55RFFMRQ
Level 6	DJBDCYRFF5RQ
Level 8	LZBDS8R2F8RQ
Level 9	MJB2D1R2D2RQ
Level 10	2ZB2T2R2G2MQ
Level 11	FJJFD3R2G5RQ
Level 12	FZJFTMR2G8RQ

RAKUGA KIDS

Alternate costume

Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz

Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness

Accumulate a totla of more than five hours gameplay.

RAMPAGE

Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move, it won't last long however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph	Cats
Lizzie	Birds
George	Dogs

Hidden Cities

On the next city screen tap the following buttons

Ralph	Kick
Lizzie	Punch
George	Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NoT3T

Opens all characters

BVGgy

Opens cheat menu in options



B1G4L

Play as mystery alien

SM14N

Play as George

S4VRS

Play as Lizzy

LVPVS

Play as Ralph

SRY3D

Play as Nubus

READY 2 RUMBLE BOXING**Unlock classes and boxers**

Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE

Bronze class

SILVER

Silver class

GOLD

Gold Class

CHAMP

Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry

During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

READY 2 RUMBLE BOXING: ROUND TWO

Okay, even though the game sucks, you still might be interested in playing through it. Of course, the only reason to play through it at all is so that you can unlock the following characters. Here's how many times you need to complete R2R:R2 to access those hidden boxers:

1 time

Freak E. Deke

2 times

Michael Jackson

3 times

G.C. Thunder

4 times

Wild "Stubby" Corley

5 times

Shaquille O'Neal

6 times

Freedom Brock

7 times

Rocket Samchay

8 times

Bill Clinton

9 times

Hillary Clinton

10 times

Rumbleman

RESIDENT EVIL 2**Cheat Codes**

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L R x2, L C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L R, L R, C Right, C Left.

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or

simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - far more easily - enter B, A, Z, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen. Following passwords start game with 110 lives

Easy Level: BSBBBTJBB

Normal Level: BCBBBTJBB

Insane Level: BFBBBTJBB

Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up

During the game: Left, Left, Right, Right, C Up

Shield

During the game: Down, Left, C Left, C Right

Flame Thrower

During the game: Down, Right, Down, Right, C Right

Gas Gun

During the game: Up, Down, C Right, C Left

Four Way Fire

During the game: Down, Down Up, C Right

Three Way Fire

During the game: Right, Right, C Left, C Down

50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

Access Final Level

Enter BJTCNGLFCR as a password to get the end.

Level Passwords

90: CSSRQQHLRH

98: DGQDQQLLHJ

99: DNKFGQLLJ

100: DDJGGQJLLJ

101: DLRHQQLMJ

102: DBBJQLDLNS

103: DMNJQGLFPLS

104: DNTJQLCLQJ

105: DGBKQLCLQJ

ROAD RASH 64**Alternate Colours**

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA**Cheat Menu**

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z

+ C Right and press C Left.

Levitation

Hold down L, R and Z and tap all the C buttons seven times.

Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort

C Up, C Up, C Up, C Up

Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold down Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times.

Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Gravity

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C Down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One

Collecting nine keys on any tracks get you a very fast new car!

Prototype Car

Collect all 12 keys from any track.

Rocket car and Midway track

Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster

Find all four Mountain Dew cans on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up

Switch control directions

Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu

Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreck

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RUGRATS TREASURE HUNT**Secret level**

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANCISCO RUSH 2049**Cheat Menu**

Go to main menu and highlight the options selection. Before you select it hold L and R and



Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!

Extra Tracks

Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come anywhere in in the top 3 positions on the Extreme Circuit.

Disco Track

Get 100,000 points in stunt mode

Oasis Track

Get 250,000 points in stunt mode

Warehouse Track

Get 500,000 points in stunt mode

Obstacle Course

Get 1,000,000 points in stunt mode

BATTLE ARENAS

Downtown

Get 100 kills in battle mode

Plaza

Get 250 kills

Roadkill

Get 500 kills

Factory

Get 1000 kills

EXTRA CARS

Venom Car

Collect all silver coins in stunt mode

Crusher Car

Collect 16 gold coins

Euro LX Car

Collect 24 gold coins

GX-2 Car

Collect half of the gold coins in race mode

Mini XS Car

Collect 36 gold coins

Panther Car

Collect all gold and silver coins in both race and stunt mode.

Turbo Start

For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, your car should get off to a flying start!

Circuit / Race

Beginner 4

Password

WX17QQ6FDC

XBDWLCTYC

Beginner 5

BY17QQBHWC

YBFLD@CJFD

Beginner 6

WY17QJLJ8C

WJWDGD6%K

Beginner 7

BI17QQWK%K

BMLFLD@MD

Beginner 8

WI17QQ6LLD

XNWFWDQ2D

Intermediate 2

XB@#T3LCGB

FWB6C2B42C

Intermediate 3

C@#T36WDLB

LBCWFCBQ3C

Intermediate 4

XC@#T36FNB

VBD6GQC%2C

Intermediate 5

CD@#T3BHQB

YBFBJLDW9C

Intermediate 6

XD@#T3LITB

BG6K2DWQD

Intermediate 7

F@#T3WKWB

WJWL@DYMD

Intermediate 8

XF@#T36L2B

HCK6MLF6LD

Intermediate 9

CG@#T3BN4B

XLWP@FW#D

Intermediate 10

YG@#T3LP6B

MCPLRLGQVD

Extreme 2

WBBBWMCD

KWDWBQBN2B

Extreme 3

FXBBBBDYJB

TBHB6BTFC

Extreme 4

IXBBB8FLB

WLLCGBCDC

Extreme 5

FYBBBBDHQB

8BMBD6CGIC

Extreme 6

IYBBBNJB

WQ6BDB4WC

Extreme 7

FIBBBWYKWB

CCWBGQDYFC

Extreme 8

IIBBBW8L4B

JXILG2DNVC

Extreme 9

F2BBBWDN6B

MC56GLQXC

Extreme 10

I2BBBWN@B

X8BH@FWDD

Extreme 11

F3BBBWWYQBC

RC%6LJLJFD

Extreme 12

I3BBBWB8RDC

XCKWGLDD

Extreme 13

F4BBBWDVJC

5CD7L@GTCD

Extreme 14

4BBBWNWNC

XXHMBHG#C

Extreme 15

F5BBBWWYXVC

?CM7M2HLTD

Extreme 16

I5BBBWW8YVC

GYMXNWJBFD

Extreme 17

F6BBBWD24C

HDRMPGK63C

Extreme 18

I6BBBWN3@C

NYW7PLKYWC

Extreme 19

F7BBBWW4BD

VDCQGLNGC

Extreme 20

I7BBBWW85JD

XY3MQ6LN3C

SCARS

Enter these codes on the option menu

LGSSSX

Crystal cup

CRKYY

Diamond cup

DZPKKK

Zenith cup

PXPRTS

Master mode, compete with all hidden cars

SDSSRT

Scorpion car

TRTLL

Cobra car

NRNNRR

Cheetah car

YMSTTR

Panther car

WLLVDD

All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. start a new save slot on your controller pak and call it 'Wampa Stompa' (each '.' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence

End your name as _Credits

Plat as Wampa

On the "Escape From Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control this new-found character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C

Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad left.
4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.
5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.
6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

STARCRAFT 64

Some brand new cheats to help keep your head above the stars - may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game.

1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C

Right and press A on his statistics screen.

Deadly Fall

Select deathmatch, and finish all courses in expert mode.

SOUTH PARK

FUNCTION	CODE
All cheats	BOBBYBIRD
Level select	THEEARTHMOVED
Invincibility	ASSMAN
All weapons	FATKNACKER
Unlimited ammo	FATTERKNACKER
Skinny mode	VEGGIEHEAVEN
Big head mode	MEGANOGGIN
Pen & ink mode	PLANEARIUM
View credits	SCREWYOUGUYS
All characters	OMGTKKYB
Officer Barbrady	ELVISLIVES
Mr Mackey	CHEATINGISBAD
Philip	PHAERT
Terrence	RAFT
Mr Garrison	DOROTHYSFRIEND
Chef	LOVEMACHINE
Wendy	CHECKATACO
Pip	FISHNCHIPS
Ike	KICKME
Mrs Cartman	ALLWOMAN
Mephisto	GOODSCIENCE
Jimbo	STARINGFROG
Ned	HAWKING
Big gay Al	AIOUTRAGE
Alien	MAJESTIC
Starvin Marvin	SLAPUPMEAL

SOUTH PARK RALLY

Hidden Characters

Complete these tasks

Mr Garrison

Finish Rally Days 2 race

Mr Mackey

Finish Spring Cleaning race

Big Gay Al

Finish Pink Lemonade race

Mephesto

Finish 4th July race

Grandpa

Finish Halloween race

Jesus

Finish Christmas race

Satan

Finish New Years Day race

Ned

Finish 4th July race with Kyle

Damien

Finish Halloween race with Kenny

Visitor

Collect two pot pies in Memorial

Ike

Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip

Collect 4 Gold Cows on the Christmas Day Race

SNOWBOARD KIDS

All characters, boards and courses. From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6.

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.



Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SPIDERMAN

The following codes are all entered in the Cheats Menu.

Unlock Everything

Go to the Cheats Menu and enter the following code to unlock a whole load of stuff (includes costumes and comic books). **TRUBLEVR**

Complete Gallery

If you want to have the complete gallery of characters, then simply type the following code! **WHOSINTGM**

Full Health

For full health enter the following code (remembering the space between HELP and ME). **HELP ME**

All-Powerful

If you fancy being an invincible web-slinger enter the following code. **TURTLE**

Level Select

If you'd like to swing between any level you want, just type **LVLSKIPPER**

Unlimited Webbing

You'll never run out of stick stuff with this password! **STICKYSTUFF**

Unlock Ben Reilly Costume

If you really have to be Ben Reilly, then type this password in to get that costume (again, remembering a space). **DA CLONE**

Unlock Captain Universe Costume

If you would rather save the world as Captain Universe then type this code in! **POWCOSMIC**

Unlock Peter Parker Costume

Forget the spandex, go for the natural look with the Peter Parker code. **MISTERM**

Unlock Quick Change Spidey Costume

This allows you to wear the quick-change costume. **GTATNKFST**

Unlock Spider-Man 2099 Costume

This lovely little number gives you that futuristic look and causes the double the amount of damage! **SPTWOKNN**

Unlock Spidey Unlimited Costume

This costume grants you unlimited stealth (note the space between the two words) **LIMITED ED**

Unlock Symbiote Spidey Costume

This suit grants you unlimited web fluid. Which is nice! **SYMBSPID**

Unlock all Comic Books

If you're the lazy type, you can

unlock all the comic books with this password. **CLTTHMALL**

Unlock all Slide Shows

See every piece of the story in one go. Go on, you know you want to! **SMESTORY**

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

STAR WARS: EPISODE ONE

Battle For Naboo

When is a video game not a videogame? The answer is when it thinks it is a DVD! If you want to unlock some DVD-style extra features on this new Star Wars N64 game, then enter: **KOOLSTUFF** on the code input screen. If the code is successful, you will be granted access to bonus art material. This material shows the early sketches and designs for the game.

TALKTOME

When this is entered you'll be given a full running commentary with insights into how the game was made, for every single level!

PATHTIC

This will give you infinite lives but, sadly, will also mean you are denied any medals!

EWERDEAD

This code will make every enemy die with just one shot. That will help you go easy on your trigger finger!

RUAGIRL?

This code will turn your ship a lovely shade of pink. Pretty!

OVERLOAD

This will give you advanced statistics for your craft.

NASTYMDE

Want to make the game tougher? If you do then this is the code for you!

LOVEHUTT

If you are really desperate, this code will make it possible to see the team that created the game. Don't worry, none of it is saucy!

DROIDEKA

If you would love to get your hands on the kind of shields the Droideka destroyer robots have, then entering this code will grant you that wish!

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control

Enter **RRDUAL** to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode

RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu

RRDEBUG to access the debug option.

Invincibility

RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga

RRCYUN

Turbo Start

As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids

RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso

RRJINRE

Taunt Your Opponent

Hold Z as you press A to start the race.

Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code **RRTANGENTABACUS** before selecting End with the L button. Start any race, pause the game and press Up, Left, Down, Right on the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS ROGUE SQUADRON

Fly the Tie Interceptor

Enter the password to pilot the Millennium Falcon and put in **TIEDUP** as another password. Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS

Infinite lives

IGIVEUP

Alternate Radar

RADAR

More A-Wings

ACE

Millennium Falcon

FARMBOY

All power ups

TOUGHGUY

Bearded man on screen

HARDROCK

View Credits

CREDITS

Control AT-ST

CHICKEN

View Movies

DIRECTOR

Music Test

MAESTRO

Open all levels

DEADDACK

Change V-Wing into Flying

Cadillac

KOELSC

SUPERCROSS 2000

Freestyle Trick List

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you

CHEAT CENTRAL

85



1000pts!
No hander
 Up
No Footer
 Down
Nac Nac
 Left
Pancake Whip
 Right
Rear fender grab
 Up, Down
Vertical fender grab
 Down, Up
Slide heel click
 Right, Left
Banzai
 Left, Right
Superman
 Left, Down, Right
Bar Hop
 Up, Left, Up
Saran wrap
 Up, Right, Down
Cliffhanger
 Right, Down, Left
Heel click
 Down, Left, Up
Nothing
 Right, Up, Left
Cordove
 Left, Up, Right
Can Can
 Down, Right, Up
Superman fender grab
 Up, Left, Down

No riders
 when selecting an event tap the C up button to bring up a code screen and enter NOR:D3RS to make everyone invisible.

Sheep racing
 Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHERS

Change costumes
 Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom
 Complete the game with all eight characters

Play as Captain Falcon
 Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi
 Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff
 Complete the game as any character and then beat jigglypuff in the battle that follows.

Play as Ness
 Complete the game with three lives on the normal setting without

continuing and then beat Ness in the battle that follows.

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

SUPER MARIO 64

Get 100 Lives from Yoshi

After getting 120 stars a cannon will appear by the water outside the castle. Shoot yourself onto the roof. Yoshi will give you 100 lives and then leave you.

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

THE NEW TETRIS CRAZY MODE

Enter your name on the one player name entry screen as zfast4u.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game
 Enter the name LINES.

Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits

Enter CREDITS

THE WORLD IS NOT ENOUGH

EXTRA MODES

Golden Gun Mode

To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty. To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those

of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid off any enemies! If you shoot it with a high-powered gun the extinguisher actually explodes!

EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

Air Raid Level:

Complete the Masquerade level on "Agent" difficulty" in under 3:15.

Castle Level:

Complete the Subway level on "Agent" difficulty in under 2:15secs.

Sky Rail Level

Complete the Cold Reception level on "Secret Agent" difficulty in under 3:15.

Team King Of The Hill Level:

Complete the King's Ransom level on "Secret" difficulty in under 2:20.

SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

Classic Skins:

Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddjob, and Jaws.

Contemporary Skins:

Complete the game under the "Agent" difficulty setting to unlock Alec Trevelyan, Wai Lin, Max Zorin, May Day, and Christmas Jones.

Suit Skins:

Complete the Curious level on "Secret Agent" difficulty in under 2:00.

Civilian Skins:

Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

Covert Skins:

Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

Soldier Skins:

Complete the Midnight Departure level on "Agent" difficulty in under 3:05.

Scientist Skins:

Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

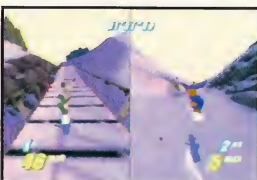
Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.



Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON	CAR
2	Type CE (Toyota Celica) & Type IP (Isuzu P)
3	Type M3 (BMW M3) & Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) & Type RS (Ford RS 200)
5	Type Ps (Porsche 959) Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2

Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4

2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TWISTED EDGE: EXTREME SNOWBOARDING

Hidden boards

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt

challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode

Beat the game on the first three difficulty levels.

Twisted Mode

Beat the game in master mode.

Mirror mode

Beat the game in twisted mode.

Boss Snowboard and Bob

Come first overall in the mirror course

Hidden G character

First stunt challenge mode with more than 28,000 points and get a first place rating

Quick Start

Press up twice right after the word go vanishes.

TUROK

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

Gives Everything

NTHGTHDGD CRTDTRK

Show enemies

NSTHMDNT

Quake Mode

CLLHTNMNTN

Vivid colours

LLTHCLRSFTHRNB

Tiny enemies

ZDNCHN

Pen and Ink mode

DLKTCR

Disco mode

SNFFRR

Gallery mode

THBST

All weapons

CMGTSMMGGTS

Infinite Ammo

BLTSSRRFND

Unlimited lives

FRTHSTHTRLSCK

Spirit mode

THSLKSL

Credits

FDTHMGS

Robin Mode

RBNSMTH

Fly mode

LKMBRD

TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode

UBERNOODLE

Stick Mode

HOLASTICKBOY

Tiny Mode

PIPSQUEAK

Zach's Cheat

AAHGOO

Pen and Ink

IGOTABFA

Gouraud mode

WHATSATEXTUREMAP

Blackout mode

LIGHTSOUT

Juan's Cheat

HEEERESJUAN

Ultimate Code

BEWAREOBLIVIONISATHAND



TUROK 3: SHADOW OF OBLIVION

Feel it's too tough for y'all? Want to make life easier for yourself? Well simply go the cheats section from the menu screen and try these codes out.

Invincibility

Raven, Salmon, Eagle, Bear, Lizard, Rabbit.

All Weapons

Owl, Bear, Owl, Insect, Hawk, Owl.

Unlimited Ammo

Salmon, Elk, Bull, Snake, Eagle, Salmon.

All Keys

Lizard, Dragonfly, Bull, Bear, Wolf, Eagle.

Menu Madness

Rabbit, Owl, Horse, Insect, Bear, Bear.

Stick Man mode

Horse, Eagle, Snake, Cougar, Insect, Salmon.

Warp Level 1

Frog, Elk, Horse, Dragonfly, Wolf, Rabbit.

Warp Level 2

Owl, Owl, Horse, Elk, Elk, Elk.

Warp Level 3

Owl, Rabbit, Bear, Insect, Frog, Cougar.

Warp Level 4

Bear, Horse Raven, Eagle, Horse, Coyote.

Warp Level 5

Bear, Dragonfly, Horse, Bear, Frog, and Elk.



V-RALLY

Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.

VIGILANTE 8

ENTER ALL CODES AS PASSWORDS

All cars

GANGS_UNLOCKED

Y the alien

GIMMIE_DA_ALIEN

Same vehicles in multiplayer

MIX_MATCH_CARS

Missile Power up

MISSILE_ATTACK

Invincibility

LIVE_FOREVER

Quick Firing weapons

FIRE_NO_LIMITS

Low Gravity

A_MOON_GETAWAY

Slow motion mode

GO_REALLY_SLOW

Expert mode

I_AM_TOUGH_GUY

Level Select

LEVEL_SHORTCUT

View end sequences

LONG_SLIDESHOW

Ultra high resolution mode

MAX_RESOLUTION

WWF: NO MERCY

Hidden Wrestlers

If you highlight different wrestlers at the selection screen and then press the C-Left and C-Right buttons, you'll be able to access some really cool secret wrestlers!

ZELDA: MAJORA'S MASK

Thieving Bird Problem

If you get hit by the bird in Termina Field you will lose one of your items. Thankfully, you can get it back. All you have to do is go to the Curiosity Shop at 10:00 (PM) and buy it back

from the teller.

Blast Mask Protection

While wearing the Blast Mask you would normally get hurt when you make it explode, but if you hold down the R button to put your shield up, you won't get any damage when you blow yourself up.

Normal Link in the Termina Field

To do this you have to buy a magic bean and a bottle of water and grow it in the Observatory Area (outside, where you get the Tear of Moon).

Warp Ahead 12 Hours

Play the song entering the keys C-Right, C-Right, A, A, C-Left, C-Left. This will play a song that warps you ahead 12 hours. This can be used at any time in the game.

Slow Down Time

If you play the Song of Time backwards, all time will go at about 1/3 it's normal rate. This is very useful for long dungeons and exploration!

Beat the Ikana Knights Easily!

Insure that you have to get the Bunny Hood before you do this and then go to Ikana Kingdom. When you find and begin to fight the two knights quickly put the mask on. If you play the music they will begin to dance and march. Change from the mask so that you can use your sword and attack them (This strategy does not work to Ikana King however!)

Broken Signs?

If you've destroyed a sign, play the Song Of Healing: C Left, C Right, C Down. The sign will then repair itself.



OUR UNDYING GRATITUDE...

...will go to anyone who supplies us with new tips or cheats for this section. So if you have any cheats, THAT WORK, and you would like to share with us then post them to us at:

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NINDEX

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game 64 MAGAZINE has ever reviewed in an ultra-condensed form, allowing you to compare the different titles at a glance.

If you want to get the lowdown on any Nintendo game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every so often we review the scores to see if the games still deserve them. If you need game information then this is exactly where you need to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

**90%
AND ABOVE**

If a game gets a 64 Sizzler then it's a game that's well worth buying.

**95%
AND ABOVE**

The Gold Medal Award only goes to those few games that you absolutely *must* own!





Game Name	Company	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	84%	Good but bugged hi-res baseball game.
All-Star Baseball 2000	Acclaim	1-4	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	70%	Not entirely successful 'real' tennis game.
Armories: Project Swarm	Acclaim	1-4	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4	69%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	90%	Excellent (if slightly easy) adventure.
Banjo-Toonie	Nintendo	1-4	95%	More crazy platform adventuring, only even better!
Bassmasters 2000	THQ	1-2	84%	Surprisingly playable fishing game.
Batman Of The Future: Return Of The Joker	Ubi Soft	1	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
Battletanx	3DO	1-4	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	69%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	90%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	90%	As <i>BAMZ</i> , but now for four players!
California Speed	Midway	1-2	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n Exotica	Midway	1-4	29%	More dull driving from the <i>Cruis'n</i> series. Shame.
Cruis'n USA	Nintendo	1-2	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	83%	A fun little golf game with some nice features!
Daiikatana	Kemco	1-4	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	84%	Fun mix of racing and exploration.
Donald Duck: Quack Attack	Ubi Soft	1	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.

OUR TOP TEN!

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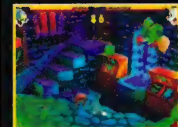
1: PAPER MARIO



2: BANJO-TOONIE



3: TOM AND JERRY



4: PERFECT DARK



5: STARCRAFT 64



6: SIN 'N PUNISHMENT



7: GOLDENEYE



8: ZELDA 2



9: INDIANA JONES







10: TWINE



64 TOP SHOOT- EM-UPS



- 1 **Perfect Dark** 98%
- 2 **Goldeneye** 95%
- 3 **Sin 'n' Punishment** 95%
- 4 **TWINE** 94%
- 5 **Quake II** 93%

Game Name	Company	   	Issue	Score	Comment	
Donkey Kong 64	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1	<div><div></div><div></div><div></div><div></div></div>	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	<div><div></div><div></div><div></div><div></div></div>	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2	<div><div></div><div></div><div></div><div></div></div>	9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	<div><div></div><div></div><div></div><div></div></div>	45	85%	Humorous cartoon escapade with Buck Rogers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	<div><div></div><div></div><div></div><div></div></div>	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	<div><div></div><div></div><div></div><div></div></div>	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	<div><div></div><div></div><div></div><div></div></div>	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard.
EPGA Tour Golf	Infogrames	1-4	<div><div></div><div></div><div></div><div></div></div>	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	<div><div></div><div></div><div></div><div></div></div>	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	<div><div></div><div></div><div></div><div></div></div>	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	<div><div></div><div></div><div></div><div></div></div>	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	<div><div></div><div></div><div></div><div></div></div>	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	<div><div></div><div></div><div></div><div></div></div>	24	89%	Best of the <i>FIFA</i> series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	<div><div></div><div></div><div></div><div></div></div>	9	80%	Vastly better than <i>FIFA 64</i> , but now replaced by <i>FIFA '99</i> .
Fighter's Destiny	Ocean	1-2	<div><div></div><div></div><div></div><div></div></div>	11	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak	1-4	<div><div></div><div></div><div></div><div></div></div>	44	78%	Above average beat-'em-up offering nothing new over the original
Fighting Force 64	Crave	2	<div><div></div><div></div><div></div><div></div></div>	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	<div><div></div><div></div><div></div><div></div></div>	30	78%	Fun fighting game, though it's not exactly <i>Street Fighter</i> !
Forsaken	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	14	86%	A kind of turbo <i>Descent</i> – good, but some levels very short.
F-Zero X	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	<div><div></div><div></div><div></div><div></div></div>	21	62%	Jerky, mediocre game with a fighter creation mode.
Nautiloid Legends	Midway	1-4	<div><div></div><div></div><div></div><div></div></div>	33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	<div><div></div><div></div><div></div><div></div></div>	18	80%	Lizardy platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	<div><div></div><div></div><div></div><div></div></div>	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4	<div><div></div><div></div><div></div><div></div></div>	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	<div><div></div><div></div><div></div><div></div></div>	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	<div><div></div><div></div><div></div><div></div></div>	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	<div><div></div><div></div><div></div><div></div></div>	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	<div><div></div><div></div><div></div><div></div></div>	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1	<div><div></div><div></div><div></div><div></div></div>	39	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	<div><div></div><div></div><div></div><div></div></div>	44	80%	Challenging adventure with a few flaws and some nice scenery.
Hey You, Pikachu!	Nintendo	1	<div><div></div><div></div><div></div><div></div></div>	48	75%	Talk to the Pokémon in this novel yet ultimately disappointing virtual pet title.
Hexen	GT Interactive	1-4	<div><div></div><div></div><div></div><div></div></div>	5	30%	Completely crap port of the PC <i>Doom</i> -with-wizards title.
Holy Magic Century	Konami	1	<div><div></div><div></div><div></div><div></div></div>	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	<div><div></div><div></div><div></div><div></div></div>	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	<div><div></div><div></div><div></div><div></div></div>	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	<div><div></div><div></div><div></div><div></div></div>	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	17	63%	Odd mix of racer and platformer that's quite good fun.
Indiana Jones And The Infernal Machine	LucasArts	1	<div><div></div><div></div><div></div><div></div></div>	50	90%	Move over Lara, there's a new adventurer in town!
Indy Racing 2000	1-2	<div><div></div><div></div><div></div><div></div></div>	43	79%	Incredibly fast racing game which is, sadly, slightly flawed.	
In-Fisherman Bass Hunter 64	Take 2	1-2	<div><div></div><div></div><div></div><div></div></div>	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	<div><div></div><div></div><div></div><div></div></div>	39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4	<div><div></div><div></div><div></div><div></div></div>	44	90%	Fantastic footie fun but not really any better than ISS '98.
ISS 64	Konami	1-4	<div><div></div><div></div><div></div><div></div></div>	3	93%	Excellent footy game, now bettered by <i>ISS '98</i> .
ISS '98	Konami	1-4	<div><div></div><div></div><div></div><div></div></div>	18	95%	The best football game <i>ever</i> . Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	<div><div></div><div></div><div></div><div></div></div>	41	78%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	<div><div></div><div></div><div></div><div></div></div>	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	<div><div></div><div></div><div></div><div></div></div>	8	60%	Another <i>J-League</i> game with comedy players.
J-League Perfect Striker 2	Konami	1-4	<div><div></div><div></div><div></div><div></div></div>	31	88%	Japanese <i>ISS</i> update that offers very few new features.
Jeopardy!	Take 2	1-3	<div><div></div><div></div><div></div><div></div></div>	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	<div><div></div><div></div><div></div><div></div></div>	33	90%	Huge all-action adventure game.

64 TOP FIGHTING GAMES



- 1 **Tom and Jerry** 95%
- 2 **WWF No Mercy** 95%
- 3 **WWF Wrestlemania 2000** 93%
- 4 **Super Smash Bros** 87%
- 5 **WWF Warzone** 86%



Game Name	Company	Icons	Issue	Score	Comment
John Madden 64	EA Sports	1-4 ● ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4 ● ● ● ●	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	TRE Games	1-4 ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ●	21	98%	Nintendo's tour de force – one of the best games ever written!
The Legend Of Zelda: Majora's Mask	Nintendo	1 ● ● ● ●	47	95%	Worthy sequel to a truly legendary Nintendo game!
Lode Runner	Infogrames	1 ● ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4 ● ● ● ●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4 ● ● ● ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ● ●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ● ● ●	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ● ● ● ●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4 ● ● ● ●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ● ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ● ●	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4 ● ● ● ●	47	80%	More of the same, although the original was better.
Mario Tennis	Nintendo	1-4 ● ● ● ●	44	92%	Top tennis action from Mario and his crazy mates!
Mega Man 64	Capcom	1 ● ● ● ●	51	58%	Mega Man gains a new dimension and loses all his playability!
Michael Owen's WLS 2000	THQ	4 ● ● ● ●	31	90%	Excellent football game with hi-res graphics as standard.
Mickey's Speedway USA	Nintendo	1-4 ● ● ● ●	48	92%	Top cartoon racer from those game-masters at Rare.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Midway's Arcade Greatest Hits: Volume 1	Midway	1-2 ● ● ● ●	48	85%	Compilation of six classic arcade games from Midway.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4 ● ● ● ●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1 ● ● ● ●	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ● ● ●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4 ● ● ● ●	39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4 ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4 ● ● ● ●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4 ● ● ● ●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4 ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ●	27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4 ● ● ● ●	42	78%	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2 ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Blitz 2001	Midway	1-4 ● ● ● ●	48	91%	Super-fast, ultra-violent arcade-style American football.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.

64 TOP

ADVENTURE GAMES



- 1 **Zelda** 96%
- 2 **Zelda 2** 95%
- 3 **Paper Mario** 95%
- 4 **Resident Evil 2** 94%
- 5 **Silicon Valley** 87%

64 TOP

PLATFORM GAMES



- 1 **Banjo-Toole** 95%
- 2 **Rayman 2** 94%
- 3 **Donkey Kong 64** 93%
- 4 **Super Mario 64** 92%
- 5 **Tigger's Money Hunt** 92%

64 TOP

4-PLAYER GAMES



- 1 **Perfect Dark** 98%
- 2 **Goldeneye** 95%
- 3 **ISS '98** 95%
- 4 **WWF No Mercy** 95%
- 5 **Banjo-Toole** 95%

64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 F-1 World Championship 94%
- 3 Mickeys Speedway USA 91%
- 4 Ridge Racer 64 91%
- 5 Micro Machines Turbo 64 90%

Game Name	Company	Issue	Score	Comment
NHL Breakaway '99	Acclaim	1-4	74%	Almost identical to <i>Breakaway '98</i> , so out of date!
Nightmare Creatures	Activision	1	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle: Person Of Lordly Caliber	Atlus	1	69%	Tactical RPG that will only appeal to a very specific kind of gamer...
Olympic Hockey '98	GT Interactive	1-4	70%	Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.
Paperboy	Midway	1	41%	Horribly ill-conceived attempt to update a classic arcade game.
Paper Mario	Nintendo	1	95%	Mario proves that RPGs can be fun for everyone... extremely good fun!
Penny Racers	THQ	1-4	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1	76%	Slow but intriguing flight sim [of sorts] with lots to do.
Pokémon Puzzle League	Nintendo	1-2	87%	Annoyingly addictive puzzler with a Pokémon theme.
Pokémon Snap	Nintendo	1	90%	The N64's first shoot-'em-up without any guns in it!
Pokémon Stadium	Nintendo	1-4	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Power Rangers: Lightspeed Rescue	THQ	1-2	25%	Probably the worst game in the world. Ever.
Premier Manager 64	Gremlin	4	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2	89%	Simple but horribly addictive <i>Tetris</i> -style puzzler.
Puzzle Dama	Konami	1-4	80%	Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	87%	Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2	79%	Quirky fighter for younger gamers - not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	26%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	75%	Unsuccessful N64 port of the much better Dreamcast game.
Ready 2 Rumble: Round 2	Midway	1-2	59%	More nice looking but ultimately disappointing pugilism from Midway.
Resident Evil 2	Virgin/Capcom	1	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4	91%	The best version of <i>Ridge Racer</i> so far & the hottest racing game on the N64!
Road Rash 64	THQ	1-4	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	79%	No-nonsense classic-style shooter - prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1	91%	Weird platform adventure with realistic physics.
Rugrats In Paris	THQ	1-4	80%	Title for younger players with some nice mini-games. A little dull in places.
Rugrats Treasure Hunt	THQ	1-4	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	80%	<i>SF Rush</i> sequel - better handling, but less exploration.
San Francisco Rush	Midway	1-2	70%	Racer with lots of stunts and secrets, but terrible controls.
San Francisco Rush 2049	Midway	1-4	90%	The third - and best - racer in the <i>Rush</i> series!
SCARS	Ubi Soft	1-4	81%	Good multiplayer racer, but doesn't have many tracks.
Scooby Doo: Classic Creep Capers	THQ	1	78%	Attractive to look at but suffers from control and gameplay flaws.
Shadowgate 64	THE Games	1	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	58%	Duff <i>Star Wars</i> tie-in made up of [mostly dodgy] sub-games.
Sim City 2000	Imagineer	1	60%	Japanese text-filled version of the old PC game.
Sin And Punishment	Nintendo	1-2	95%	Frenetic shoot-'em-up action just like it was in 'the good old days'.
Snowboard Kids	THE Games	1-4	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	64%	Iffy fast-buck licence based on the <i>Turok 2</i> game engine.
South Park Rally	Acclaim	1-4	73%	Ingenious, but poorly-done twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1	87%	Bizarre but engrossing adventure full of robot animals.
Spiderman	Activision	1	91%	Platform adventure action with everyone's favourite wallcrawler.
Starcraft 64	Nintendo	1-2	95%	The ultimate in real-time strategy games!

64 TOP SPORTS GAMES



- 1 ISS 98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%



Game Name	Company	Icons	Issue	Score	Comment
Starshot: Space Circus Fever	Infogrames	1	25	42%	Nasty <i>Banjo-Kazooie</i> type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65%	Poor attempt to do an <i>R-Type/Axelay</i> shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90%	Superb <i>Star Wars</i> combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	28	82%	Very fast, but too easy to provide long-term excitement.
Star Wars Episode One: Battle For Naboo	LucasArts	1	50	89%	The follow up to <i>Rogue Squadron</i> offers more of the same!
Supercross 2000	EA Sports	1-2	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move <i>Tetris</i> into 3D.
TGR 2	Kemco	1-4	36	78%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	32	80%	Yet another <i>Tetris</i> update, this time with a four-player mode.
The World Is Not Enough	EA	1-4	47	94%	Bond returns in the game that <i>Mission Impossible</i> should have been!
Tigger's Money Hunt	Atlus	1-4	48	92%	Graphically gorgeous platform puzzler for the younger gamer.
Tom & Jerry: Fists Of Furry	Ubi Soft	1-2	46	95%	Absolutely outstanding cartoon cat 'n' mouse beat-'em-up.
Tonic Trouble	Ubi Soft	1	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	38	93%	The only skateboarding game on the N64 - luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4	22	65%	Lame follow-up to the much better <i>Top Gear Rally</i> .
Top Gear Rally	THE Games	1-2	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	21	85%	Bloodthirsty and over-large game in the <i>Doom</i> mould.
Turok: Dinosaur Hunter	Acclaim	1	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	21	60%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	9	83%	Good multiplayer game, outdone by <i>WWF Warzone</i> .
WCW Vs NWO Revenge	THQ	1-4	20	85%	Update of <i>WCW Vs NWO World Tour</i> ; slightly better.
WCW Nitro	THQ	1-4	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	38	86%	Top <i>Metal Gear Solid</i> -style action with an unfortunate camera.
Wipeout 64	Midway	1-4	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	14	86%	Yet another update of <i>FIFA</i> .
World Driver Championship	Midway	2	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	9	86%	Japanese version of <i>ISS 64</i> .
Worms: Armageddon	Infogrames	1-4	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4	30	87%	Takes <i>Warzone's</i> place as the best wrestling game.
WCW Mayhem	EA	1-4	34	74%	Feeble crack at a wrestling game.
WWF No Mercy	THQ	1-4	45	95%	The best wrestling game in the world... ever!
WWF Warzone	Acclaim	1-4	17	86%	Decent wrestler, now superseded by <i>WWF Attitude</i> .
WWF Wrestlemania 2000	THQ	1-4	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	20	70%	Sequel to <i>Extreme G</i> , but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 *Bust-A-Move 2* 91%
- 2 *Bust-A-Move 3DX* 90%
- 3 *Puyo Puyo Sun 64* 87%
- 4 *Pokémon Puzzle* 87%
- 5 *Wetrix* 86%

64 TOP

STRATEGY SIMULATION GAMES



- 1 *Starcraft 64* 95%
- 2 *Command & Conquer Premier* 90%
- 3 *Manager 64* 85%
- 4 *Blast Corps* 80%
- 5 *Ogre Battle 64* 69%

64 TOP

BAD GAMES

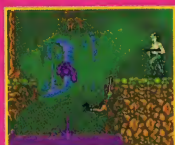


- 1 *Power Rangers* -25%
- 2 *Carnageddon* 0%
- 3 *Clayfighter* 8%
- 4 *The Glory Of St Andrews* 10%
- 5 *Superman* 14%

NINDEX



64 TOP MAGAZINE GAMEBOY COLOR TITLES



- 1 Tomb Raider 97%
- 2 Mario Tennis 96%
- 3 Cannon Fodder 95%
- 4 Lemmings 93%
- 5 TOCA: Touring Car 92%

Game Name	Company	Saves	Link-Up	Rumble	Issue	Score	Comment
Air Force Delta	Konami	Password			48	75%	Potentially good, ultimately disappointing. Afterburner imitation.
Aladdin	Ubi Soft	Password			46	65%	Dull Disney platformer – give Jungle Book a try instead.
Aliens: Thanatos Encounter	THQ	Password			51	85%	Enjoyable top-down Xenomorph-blasting action.
Alfred's Adventure	SCI	Password			44	80%	Finger-lickin' platform fun with a chicken called Alfred!
Antz Racing	EA	Password			50	93%	A movie licence that isn't a platform game... and it's great!
Batman: Chaos In Gotham	Ubi Soft	Password	●		47	79%	Fairly decent beat-'em-up with the 'Caped Crusader'!
Batman Of The Future	Ubi Soft	Password			46	45%	Incredibly dull fisticuffs with a futuristic crime-fighter.
Blade	Activision	Password			49	76%	Another great movie gets the duff game treatment!
Buzz Lightyear	Activision	Password			60	55%	Missed opportunity to do something special with a great character.
Cannon Fodder	Codemasters	To cart			48	95%	Highly amusing, tremendously addictive arcade-style war game.
Cool Bricks	SCI	Password			44	90%	Tremendously fun bat 'n' ball game in the Arkanoid mould.
Croc	THQ	Password			43	68%	Repetitive and a little frustrating – shame!
Croc 2	THQ	Password			51	85%	Croc goes all Zelda for his second GBC title, and it's a definite improvement!
CyberTiger	EA	Password	●		46	90%	A damn fine golf game – even without Mario in it!
Daikatana	Kemco	To cart			45	92%	Top time-travelling RPG-style action-adventure with dodgy dialogue.
Dinosaur'us	EA	To cart			49	74%	Dull platform adventuring with Pokémon-style combat.
Disney's Dinosaur	Ubi Soft	To cart			45	85%	Enjoyable dinosaur romp for the younger Game Boy Color owners.
Donald Duck	Ubi Soft	Password			46	90%	Duck-tastic (sorry) platforming adventures with Uncle Donald!
Donkey Kong Country	Nintendo	To cart	●		47	90%	Tough but rewarding platform from those game-meisters at Rare!
Dukes Of Hazard	Ubi Soft	To cart			50	90%	Highly enjoyable free-roaming race 'n' chase action!
Emperor's New Groove	Ubi Soft	To cart			50	40%	Decent Disney movie = Duff Game Boy Color platform game!
Formula One 2000	Take 2	To cart	●	●	45	40%	Nice menu screens – incredibly dreary racing!
Godzilla: Monster Wars	Crave	Password			50	35%	Sad, awkward cash-in on the fairly duff movie.
Grand Theft Auto 2	Rockstar	Password			46	90%	Unscrupulously enjoyable game with a few minor flaws.
Grinch, The	Konami	Password			48	78%	Fairly average Pac-Man clone loosely based on the movie.
Harvest Moon 2	Ubi Soft	To cart		● ●	51	82%	More farming fun in the same vein as the first.
Hype: The Time Quest	Ubi Soft	Password	●		43	89%	Medieval platform adventuring with the Playmobil toys.
Inspector Gadget	Ubi Soft	Password			47	85%	An enjoyable platform game marred by annoying collision detection.
Jungle Book	Ubi Soft	Password			47	86%	Classy platform action based on a classic animated film.
Legend Of The River King 2	Ubi Soft	To cart	● ●		51	70%	Zelda-style fishing fun, if you like that kind of thing!
Lego Alpha Team	Nintendo	To cart			48	78%	Enjoyable, if slightly repetitive puzzle game with Lego characters.
Lego Stunt Rally	Lego Media	To cart			48	80%	A cross between Lego and Scalextric on the GBC!
Lemmings	Take 2	To cart			45	93%	Fantastic platform-puzzle fun with a bunch of tiny suicidal mammals.
Lucky Luke	Infogrames	Password			45	68%	Very average and somewhat repetitive Wild West action.
Mario Tennis	Nintendo	To cart		●	51	96%	It's game set and match to Mario and pals!
Magical Drop	Swing	No save	●		44	68%	Fairly average balloon-bursting Puyo-Puyo-style puzzle game.
Merlin	EA	Password			49	71%	Pretty average platform adventure with King Arthur's favourite magician.
Mr Driller	Namco	No save			50	91%	Incredibly simple yet ridiculously addictive arcade puzzle game.
Mummy, The	Konami	Password			48	79%	Retro platformer which requires a lot of thought and patience.
Obi Wan's Adventures	THQ	Password			49	91%	Atmospheric action/adventure with young 'Old Ben' Kenobi.
O'Leary Manager 2000	Ubi Soft	To cart	●		44	90%	Decidedly decent player-manager footie title.
Perfect Dark	Nintendo	To cart	● ●		45	90%	Incredibly impressive but highly taxing shoot-'em-up action.
Player Manager	THQ	To cart			51	83%	Fairly playable game, if a little visually unexciting.
Pokémon Gold/Silver	Nintendo	To cart	●		50	90%	More 'collect 'em all' action with the Pokémon.
Pokémon Pinball	Nintendo	To cart		●	47	80%	Simple, addictive, playable pinball action... with Pokémon!
Pokémon Trading Card	Nintendo	To cart	●		47	86%	More Pokémon battling, only this time they're on cards!
Rayman	Ubi Soft	Password	●		43	87%	Immensely enjoyable platform action with a very strange hero!
Return Of The Ninja	Nintendo	Password			51	84%	Old-style platform action – top stuff!
Road To Eldorado	Ubi Soft	Password	●		44	69%	Another film licence, another dreary platformer – what are the odds?
Rugrats In Paris	THQ	Password			51	73%	Enjoyable platformer with some addictive mini-games.
San Francisco Rush 2049	Midway	Password			46	45%	A good contender for the worst GBC racing game ever!
Supercross	Infogrames	To cart			48	90%	Extremely impressive, pocket-sized motorbike racing.
Thunderbirds	SCI	Password			47	90%	Shoot the bad guys, rescue the good guys – FAB!
TOCA	THQ	Password			43	92%	Highly addictive and surprisingly realistic racing on your GBC.
Tomb Raider	THQ	To cart			43	97%	The best platform game on the Game Boy Color... ever!
Tom And Jerry	Ubi Soft	Password			46	85%	Fairly decent platform adventures with Jerry Mouse.
Turok 3: Shadow Of Oblivion	Acclaim	Password			44	50%	Dull and repetitive, despite an attempt at variety of gameplay.
UFC	Crave	No save			50	22%	Probably the most inappropriately named game ever!
Wacky Races	Infogrames	Password			43	79%	Colourful, fairly enjoyable, madcap racing action!
Xena: Warrior Princess	Nintendo	To cart			49	75%	More-or-less average Zelda-esque platform adventure.
Xtreme Wheels	Nintendo	To cart			49	85%	Rather frustrating BMX racing game which you'll quickly tire of.

64 TOP MAGAZINE BAD GAMEBOY COLOR TITLES



- 1 UFC 22%
- 2 Godzilla 35%
- 3 Formula One 2000 40%
- 4 Emperor's New Groove 40%
- 5 Batman Of The Future 45%

Back Issues

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Missed an issue of 64 MAGAZINE? Don't panic – you can still complete your collection, get hold of that exclusive review, read up on those all-important tips or find out about those hot new releases thanks to our Back Issues department.

IN ISSUE 51

- Full review of the latest Mario adventure!
- Loads of other reviews including Mega Man 64, Rugrats In Paris, Croc 2 and Aliens: Thanatos Encounter!
- Previews including Conker's Bad Fur Day and Mario Kart Advance.
- Plus all the usual news, cheats and tips!



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NEXT ISSUE

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Dead Pool: Designer changes; Bad hair
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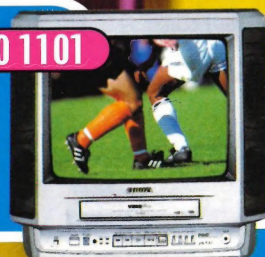
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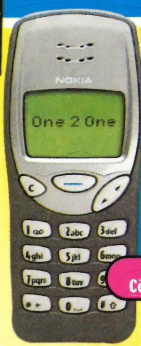


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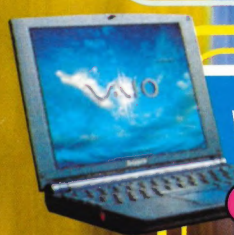


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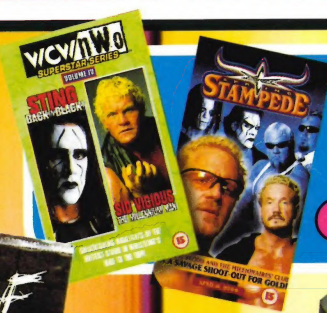
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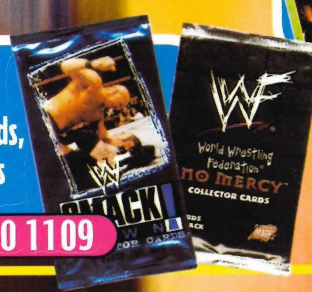
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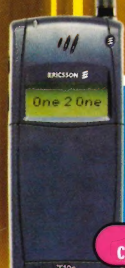
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